

# FIGHTERS OF EARTH

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## THE EARLY YEARS

In the 2120's, the solar system was wracked by piracy as asteroid miners began to find and extract enough valuables to tempt those with lesser morals. Those law-abiding enterprises quickly discovered that Earth, embroiled in its own domestic difficulties, was unwilling or unable to respond to the growing piracy threat. In the absence of effective government authority, the miners quickly turned to each other and organized a protective union of corporations and independents dedicated to developing and providing combat units to counter the pirates. This union would quickly be dubbed the Belt Alliance.

The new union began arming a number of freighters to act as a police presence in the more criminal regions of space. However, it was quickly realized that arming a few freighters would be insufficient given the range of illegal activity. What was needed was a cheap, cost effective means of engaging pirate vessels and driving them off. The obvious answer was a "space" fighter. The first of these was deployed in Y2123 and was simply designated the Alpha Series Space Fighter. The Alpha was little more than a hi-tech broom stick, consisting of little more than a non-aerodynamic frame attached to which was a thruster system, an un-pressurized cockpit and a single Gatling Cannon. Its endurance was pitiful, its speed marginal and its range virtually non-existent, but it was cheap, easy to build and when faced with the clumsy makeshift weapons of the pirates, quite effective.

Even as the Alpha was proving to be a success, wheels were in motion to develop a successor. A number of corporations involved in the union had Earth and Mars based assets that they wished to support and protect. A fighter capable of operating in both atmospheric and space environments would be of great use. To that end the Beta Series Aerospace Fighter was developed. Little more than an Alpha equipped with an aerodynamic shell, the Beta provided one additional but vital improvement, at least to the pilots, in the form of a pressurized cockpit. Deployed in Y2126, the Beta would suffer a number of minor but nerve wracking problems with its aero-shell during reentry maneuvers but, for the most part, proved as robust as its space-only brethren.

With the creation of the Belt Alliance and the ever-increasing intensity of their conflict with raiders, the member nations of the Earth Alliance finally authorized the creation of unified military force that included a space born presence. The roll of this new Earthforce in space would be to police piracy and provide a means of combating national forces in the event of a civil war. In order to roll out this force in the shortest time possible, Earthforce was formed using elements of the national forces of those nations that made up the Earth Alliance. In addition, various national designs for combat vessels were also absorbed into the Earthforce order of battle, further accelerating its space presence. One of these designs was the North American Alliance (NMA) developed Raptor II aerospace fighter. Ordered by the NMA when rumors of the Belt Alliance Beta first surfaced, the Raptor II was a ground-up development designed to trump the forthcoming Beta Series. To that end, the new Raptor II would be faster, stealthier, and more heavily armed than the projected Beta. Unfortunately for the NMA, the designs specifications resulted in considerable delays and cost overruns. Fortunately for the EA, these delays were ironed out just as Earthforce was formalized, providing the fledgling space force with a state of the art space fighter. Introduced in Y2130, the new fighter's name was truncated to simply Raptor. It quickly proved to be clearly superior to both the Alpha and Beta fighters with the only recurring complaint being its limited ammunition supply.

The sudden projection of Earth Alliance policy and military force into space quickly resulted in a number skirmishes between Earthforce and the Belt Alliance. In response, the EA quickly acted to quell these conflicts. By convincing the various member nations of the EA to bring pressure on those corporations affiliated with the BA, the Earth Alliance was able to enact a series of edicts which legally limited the BA to small fighters and ships that were limited to patrol craft and convoy escorts. Fighters and small weapons were encouraged, but larger weapons and high capability ships were forbidden. The BA would be allowed to protect its assets and those contracting for protection, but it would be the roll of Earthforce to conduct offensive operations against the pirates.

Upset at their relegation to the second tier, the BA none-the-less quickly closed ranks and began development of their next space fighter. Designed within the constraints of the EA edict, the BA, with help from a number of disenfranchised nations on Earth developed the Gamma Series Light Fighter in Y2135. Essentially equal to the Raptor in performance, the Gamma traded stealth for increased ammunition load out, thereby solving the Raptor's primary weakness.

Unsurprisingly, the Earth Alliance wasted little time in condemning the Belt Alliance and its supporting nations back on Earth for creating a new "arms race" in defiance of charter. Belt Alliance officials countered that they were, technically, still within the mandates of that self-same charter. Behind the scenes, the BA, in an ironic roll reversal urged their supporting corporations within the Alliance to put some on pressure on their representatives to be reasonable. Although the situation was worsened when several Earth nations began to license build Gamma fighters, the applied pressure convinced enough EA Senators to drop out, ending any chance at official sanctions.

Pressured from within by member nations, beset by non-member nations and the BA's apparent arms escalation, the Earth Alliance began to fracture. Many felt the rising tensions between nations and factions would inevitably lead to civil war resulting in military build-ups within Earthforce and the remaining national forces. The world prepared for the end and while each side waited for someone to blink and spark the conflagration, the push further into space accelerated. Many saw space as the only means of surviving the coming war on Earth. Pirates and clandestine national forces took advantage of the narrowing focus of the Earth Alliance resulting in a sharp rise in Raider activity. Accusations and counter accusations ensued as each nation attempted to implicate the other. Tensions continued to mount as accusations turned to threats and skirmishes began to occur in space at an alarming rate.

## THE CENTAURI ARRIVE

In Y2156, the Centauri made First Contact with the Earth Alliance. It proved to be a much-needed bucket of ice water on the flames of national self-interest. These aliens were far more advanced and demonstrably more powerful than all of Earth combined, and they were but one of many. Overnight, the differences that were going to lead to WW IV were summarily swept under the rug. In a surprise partnering, the Earth Alliance and Belt Alliance agreed to pool their collective knowledge of fighter construction in an effort to build the best possible human fighter. The result was the Delta Multi-Role Light Fighter, which was placed into service concurrently by both the EA and BA in Y2158. The primary technological leap in the Delta design was the installation of the new Ultralight Particle Beam, which eliminated all ammunition induced engagements constraints burdening all previous fighter designs.

However, unknown to the Belt Alliance, the Earth Alliance had also initiated an alternate design study to operate in parallel to the more public Delta design. Even as the design of the Delta began, backed by P. R. directors touting the program as a model of renewed unity, Earthforce leadership had already concluded that given Earth's current technological inferiority only the strike fighter represented the most plausible means of redressing the balance in the short term. They also concluded that the Delta, in whatever form finally emerged, would be too small to be used as the basis of a fighter first doctrine. As a result, and behind the scenes, EA designers were ordered to begin work on the now famous Starfury series of fighters.

Firepower would be a key concern, and the Ultralight Particle Beam was deemed to be underpowered. With limited options, the decision was made to shoehorn a version of the Light Particle Beam, then being developed for ships, into a new and much larger fighter. Since even a large fighter would only be able to mount one such weapon, designers chose to place the beam emitter on an articulated mount giving the weapon an extensive field of fire. Unfortunately, the low-slung emitter precluded any hope of atmospheric capability so designers discarded all aerodynamic requirements and focused on non-atmospheric combat alone.

The new fighter, dubbed the Aries Heavy Fighter, entered testing in Y2165. Test pilots praised the articulated design of the weapon system as it gave the fighter a heightened perception of agility. Also well received was the overall toughness of the large new fighter, especially when compared to the Delta. The only major complaint was that the cockpit was poorly placed, limiting visibility. Entering service in Y2168, the Aries fighter soon developed a more vexing problem in the form of wing spar cracking due to higher than expected loads. Though potentially dangerous, the spar-cracking problem was ultimately controlled by increased inspections but there remained a slight rise in the number of mission aborts and a significant rise in the amount maintenance needed to keep the fighter in top shape.

To the Belt Alliance, the Aries was considered a betrayal, especially when the Earth Alliance declined to turn over any significant technical data on the new fighter. Some within the BA considered this yet another indication of what was wrong with the Earth Alliance. However, cooler heads countered that as long as Earthforce continued to appropriate money to the ongoing collaborative Delta fighter upgrade program, the BA must remain on "friendly" terms, at least until

the money ran out. In the meantime, the Belt Alliance could and did to make strides towards breaking its dependence on Earth and while they maintained contracts with Earth's extra solar colonies, the BA expanded its efforts to include alien markets as well as recruitment of small numbers of alien merchants as front men and native guides. Finally, so as not to appear totally complacent, the BA sold the new Delta's to those nations who continued to remain independent of the EA.

## EARLY ALIEN CONFLICTS

In Y2169, the Earth Alliance fears of alien aggression were realized when the Koulani attacked an outpost at 61 Cygnus A II. The base and supporting forces in system were unprepared and easily overwhelmed. Fortunately, the Koulani were simply being paranoid rather than aggressive and their primary demand to remove the jump gate beacon was quickly accepted. Unfortunately, Y2170 saw an attack by an aggressive species known as the Ch'Lonas, who attempted to take colony at Ross 128 IV. However, this raid was met by a carrier, loaded with the newly deployed Aries fighters and backed with destroyer support. The Ch'Lonas were defeated and the Aries a smashing success vindicating the Earth Alliance decision to develop it. However, the resulting surge in Aries deployments following its early success against the Ch'Lonas quickly brought the spar-cracking problem to the fore. Earthforce responded with a development contract for a modification to resolve the spar-cracking problem.

In Y2172 the EA and the Centauri Republic began a series of skirmishes that lasted until Y2175. Results of these encounters indicated a vast improvement in the quality of EA equipment but left little doubt that the Centauri were still much more advanced. Most disturbingly, this conflict took some of the luster off the earlier Aries' successes when it was matched up against the Centauri Sentri. The original contract to resolve spar cracking was quickly expanded to create a general update for the Aries design. The resulting Flying Fox Heavy fighter was finally fielded in Y2180, finally solving the spar cracking problem as well as improving a number of the Aries' earlier complaints.

By Y2190, the joint EA/BA fighter upgrade program had successfully produced the Delta-V, a capable and remarkably successful aerospace fighter. Designated as a primary fighter by the Belt Alliance, Earthforce instead deployed the new fighter to its planetary assault groups where its atmospheric capabilities were most needed and to some of its more far-flung colonies. As expected, the Earth Alliance promptly canceled funding for any new updates to the Delta series and indicated that there would be no further joint development projects with the BA.

Unsurprised by the Earth Alliance's decision to end their partnership, the BA quietly began procuring surplus alien fighters expressly for service outside of the EA and for backwards engineering purposes. To fund these purchases, the Belt Alliance promptly offered the new Delta-V to its long time customers with either the new Light Particle Gun or the older and cheaper Ultralight Particle Beam. However, in a more controversial move, the Belt Alliance allowed its member corporations to sell the new fighters independently, as long as the seller paid the BA a royalty fee. While highly profitable, this decision would have a number of repercussions in the years to come. Initially, these would be in the form of more capable Raider bands procuring and operating brand new Delta-Vs. Inconvenient as this was, the increased Raider activity improved the Belt Alliance bottom line by creating additional escort contract opportunities. Things would become more problematic when it was realized that alien governments were obtaining Delta-Vs as well, a discovery that was very painful to both the EA and BA.

## THE HEART OF THE FURY

With the sudden proliferation of Delta-V's, Earthforce accelerated its own fighter design program, targeting improvements in firepower and maneuverability. These goals culminated in the uni-pulse cannon and a radical new X-form hull layout. The new fighter, designated "Tiger," entered service in Y2203 greatly increasing the firepower of Earthforce fighter groups. Smaller than the Flying Fox, the new Tiger sported two uni-pulse cannons, improved armor and enhanced dog-fighting characteristics. Earthforce wasted little time ordering new fighter into full scale construction and such was the pace of the Tiger's development and deployment that a large number of late production Flying Foxes existed with significant remaining life. As a result, Earthforce issued a series of design studies to convert the remaining Flying Foxes to a torpedo fighter. These studies were initially considered low priorities and limited funding slowed progress.

With the deployment of the Tiger, the Belt Alliance began development of their own larger fighter. Initially, the EA Senate condemned the move since it marked a clear violation of the edicts limiting the BA to light fighters only. After a great deal of acrimonious debate, the EA Senate agreed to ease the sanctions on BA fighters, allowing for the design of a "medium" class fighter. Opinions within Earthforce intelligence were that it would take the Belt Alliance 15 to 20 years to develop and deploy a radically new fighter. Five years later in Y2208, the first Starfox Medium Fighter was encountered by an Earth Alliance Flying Fox patrol. The two fighters were startlingly similar, sharing the same form factors and non-atmospheric capability. Aside from the Starfox's obvious smaller size, the newer BA fighter could have been mistaken for an updated Flying Fox. Clearly, the Belt Alliance had somehow gained design information on the Aries/Flying Fox fighters, necessitating a complete overhaul of the EA's internal security. But worse still was the presence of two of the new Class-Y fighter missiles. Recently developed, no Earthforce fighter currently carried the new missile and their presence on the BA fighters had EA Senators screaming for a reinstatement of the old light fighter only edicts. But the damage was done, the new fighters already built and even as Senators complained, appearing in greater numbers. With few options, Earthforce was forced to keep a close but covert watch on the location of BA Starfox squadrons.

To counter the missile ability of the Starfox as well as respond to mounting Narn aggression Earthforce quickly stepped up their design studies for a missile armed Flying Fox upgrade. By Y2212, several squadrons of the new Atlas Torpedo Fighters had been completed and worked up. Results of the work up were mixed. The basic Flying Fox frame had been stripped of its articulated Lt Particle Beam in favor of a smaller more compact fixed Ultra Lt Particle Beam. The main thrusters were throttled down slightly due to excessive wing loading resulting from the addition of no less than 8 of the new Y-Class Fighter Missiles. Even at that, some of the frontal armor had to be removed to redress some balance issues incurred when a full war-load of missiles was carried. The result was a sluggish missile fighter with limited dog-fighting capability but with a large missile package.

The Atlas, as well as the Tiger would see their first real test in Y2219, when tension flared into open combat with the Narn. Against the Narn, the Atlas fighters were initially deployed in a series of unescorted strike missions. When left unmolested, the Atlas proved to be an effective strike unit. However, when engaged by the Narn Gorith, the Atlas proved to be disappointingly vulnerable and summarily gained the reputation of being somewhat of a death trap. Conversely, the Tiger proved to be just that, and while not as maneuverable as the Narn interceptor possessed greater firepower, which enhanced its flexibility as a interceptor and strike fighter. While the Narn were able to invade Epsilon Indi V, their forces were ultimately repelled with relative ease and in Y2224 a non-aggression treaty ended that conflict.

## THE BIG WARS

With treaties in place with its largest neighbors and a strong Earthforce presence the EA was content to carve out its own sphere in known space without harassment or annoyance from others. The largest controversy remaining was the relative importance of the military budget, with the majority feeling that the conflicts against the Centauri, Narn, Ch'Lonas and Koulani had ended any danger of war ever again except raiders. Others pointed out the dangerous nature of reality in interstellar space, but even they failed to fully comprehend what was out there. The Dilgar were on the move. By the time the EA noticed, the Dilgar were at war with several important League nations, having already conquered several of the smaller nations. The more paranoid among the EA Senate prevailed upon the whole to send a mission to seek additional data, but the EAS Persephone was destroyed by the Dilgar, who claimed it was an accident, and warned of the consequences of visiting combat zones. While nothing was "officially" done, the EA began to keep a more watchful eye on the Dilgar and their actions. As Dilgar offensives drove through the League, the EA warned the Dilgar that operations close enough to threaten EA assets would be met with force. Small forces were subsequently sent to reinforce the normal patrols along the border with the various League worlds, and contingency plans were quietly drawn up. League ambassadors, present on the Pyrotinia, lobbied the EA senate and media with increasing sophistication, drawing parallels between the Dilgar and Nazis. One of the more subtle bribes presented were samples of captured Dilgar Thorun fighters.

Earthforce examined these gifts and managed to graft many of the Thorun's features into the their latest fighter design. Thanks to backward engineering, several years were cut from the design process, accelerating the deployment of the Nova series Starfury, which occurred in Y2230. Faster, more robust and with a more advanced targeting systems, the new Nova made for a significant upgrade to the Tiger, and gave Earthforce a fighter capable of going toe-to-toe with the Dilgar fighter on near equal terms. Earth Alliance factories subsequently shattered production records building the new fighter whose value grew with each passing day.

Although the EA had warned the Dilgar against invading neighboring races, the Alliance's failure to fully mobilize convinced the Dilgar that the Earth Alliance was unwilling or unable to fight and was instead attempting to bluff. Confident in their analysis, the Dilgar invaded the Markab Theocracy forcing Earthforce to spring into high gear. Ships were placed in motion, plans to intervene in support of the Markab were created and the Dilgar were warned one last time. The Dilgar continued in their blind belief of an ongoing EA bluff, until EA ships showed up and opened fire. The Dilgar, taken by surprise, withdrew to their closest major bases. Led by Earth's Expeditionary Forces, the Dilgar were pursued and several League nations were liberated on the way, adding additional forces to the Allied fleet. Ultimately, the Dilgar were pushed all the back to their home world of Omelos. The final assault that ended the Dilgar War came in October of Y2232 and established the Earth Alliance as an intergalactic power.

After the Dilgar War, Earthforce examined its performance and made a number of sweeping changes and improvements based on hard won lessons and the subsequent backward engineering of captured Dilgar hardware. In regards to its fighter force, the Admirals were justifiably proud of the Nova Starfury's accomplishments while accepting the reality that it was still inferior to the Dilgar Thorun. The Admirals were less than happy with the Atlas. Where before the Atlas had proven vulnerable against the Narn Gorith, against the Dilgar Thorun it had proven virtually suicidal. Worse, late generation Dilgar fighters were encountered carrying a heavier missile that out classed the Class-Y missiles carried by the Atlas. Finally, it had come to light during the invasion of Balos that Earthforce lacked a modern atmospheric capable fighter. The Delta-V's that remained in Earthforce service was simply unable to compete with the Dilgar Thoruns. This put the burden of air superiority over Balos on the Gropos' atmospheric only fighters, which were never properly deployed prior to the counter attack by the Dilgar. Had Earthforce possessed a more modern atmospheric fighter that could project local air superiority while being maintained from space, events on the ground would have been less chaotic and deadly.

In response, Earthforce ordered additional funding for the Starfury project, funding for a new Missile Fighter design and finally, funding for a replacement for the Delta-V. The response from the Earth Alliance Senate was a flat no. Senators and businessmen alike wanted to take advantage of the Alliance's newfound respect and goodwill. Industrial and economic growth was the order of the day, not more warmongering. If anything, the Senate wanted to roll back defense spending, not expand it. As a result, the defense budget passed by the Senate funded only one major design effort with limited funding for second effort. Worse, at least in the eyes of Earthforce brass, was the requirement that the major design be designated for the Delta-V replacement rather than a missile fighter. Despite vehement objections by Earthforce, the Senate held firm and the decision stood. The choice of a Delta-V replacement was really no choice at all. The Senators were simply responding to the demands of their constituents who saw the multitude of ground pounders coming home in body bags and their still living comrades giving one exclusive after another about the disaster of Balos. Disasters in space rarely resulted in bodies and even more rarely in survivors ready to tell it all on ISN.

The decision made, Earthforce had little choice but to order development of a new atmospheric fighter, code named Valkyrie. However, in a classic left hand not knowing what the right hand is doing move, Earthforce included in the design specification, the requirement to carry the new and heavier fighter missile along with the older Class-Y missile. The resulting design work on the Valkyrie's missile system was used to formulate a series of modifications to the Atlas in Y2235 that made it possible for the old fighter to carry the new missile, though at half the usual load out. Unfortunately, funding did not exist to redress the other glaring weaknesses and the remaining Atlas' were ultimately relegated to second tier duty. What funding remained, in the form of the second smaller appropriation, was used to continue development of the Starfury line.

The Valkyrie entered service in Y2237 and, for all of Earthforce's complaints, proved to be an impressive addition to the order of battle. Atmospheric capable, the new Valkyrie was larger than the older Delta-V, allowing it to carry two uni-pulse cannons backed by a mixed bag of missiles. Procurement of the new fighter never reached significant levels as the Senate, no longer harried by its constituents now 5 years removed from the Dilgar war, chose to reduce funding once production began. However, sufficient numbers were acquired to equip the standing planetary assault groups.

For the next decade, the Earth Alliance enjoyed a golden era of public contentment. Thanks to its undamaged economy, the Alliance was able to take maximum advantage of the opportunities presented during the reconstruction of the various League worlds. The result was new found wealth and great influence over the various League worlds. New technology, resulting from studies of captured Dilgar equipment and that purchased directly from grateful league nations raised the average EA citizen's quality of life to new heights. Exploration budgets were expanded and a new "gold rush" period began



with various individual and corporations pushing ever further into unexplored space. Even Earthforce felt the effects as the EA Senate, flush with newfound tax income began funding a series of Earthforce requests that included new construction, sweeping upgrades, and various R&D projects. By the late 2240's, sufficient funding was finally found to restart the missile fighter development program.

In Y2244, the successor to the successful Nova fighter was ready in the form of the Aurora series Starfury. An evolutionary improvement in much the same way as the Nova was to the Tiger, the new Aurora packed a better targeting system, more thrust and a bit more armor into a slightly updated Nova frame. The resulting fighter would prove to be incredibly successful. So much so, that the Aurora designation would essentially be dropped in favor of simply calling the new fighter a Starfury.

This was also a golden era for the Belt Alliance, with contacts everywhere, a vast array of steady trade routes enjoying BA protection and steady growth in both its human and alien markets. Surprisingly, the Belt Alliance did little in the way of research and development in regards to fighters. Instead, every effort was made to expand the clientele list with the resulting need for more ships, more fighters and more personnel outweighing any expenditure towards research.

## COMES THE MINBARI

Everything changed when a reconnaissance group, built around the EAS Prometheus encountered the Gray Council, while seeking information on the mysterious Minbari. Misinterpreting Minbari Warrior Caste protocol as evidence of hostile intentions, the group opened fire, damaging the Minbari flagship and, worst of all, killing Dukhat. The Minbari, as a united race, swore vengeance. The Humans would pay. And pay they did. Despite desperate battles using cutting edge human technology, the Minbari proved to be greatly superior in almost every respect. Their fighters were much more effective than the impressive Auroras dueling them, thanks to a jamming system that prevented EA targeting computers from achieving any kind of lock. Overwhelmed by the superior Minbari technology, Earthforce adapted as best it could to deal with the new threat, but to no avail. Again and again, Earthforce was forced to withdraw as system after system fell. In fact, the pace of the war was delayed more by the Minbari difficulties in mobilizing their forces than any EA resistance.

As the war lasted into its second year, the EA was reduced to shutting down jump beacons to hinder Minbari attempts to find their worlds. But this merely delayed the inevitable and each time, after a brief pause during which the Minbari scoured hyperspace, the next EA world would be found. The EA was inexorably pushed back into its own territory, and finally the final battle arrived. The Minbari had found the Sol system. The resulting Battle of the Line saw the bulk of the remaining human combat forces massed against the Minbari in order to buy time for the evacuation of a few more refugees. Less a battle than a slaughter, the Minbari were in the process of demolishing the last hope of mankind when they suddenly, inexplicably surrendered. Following their transmittal of surrender, the Minbari simply withdrew, without explanation. Somehow, Mankind had survived. Earthforce had been battered to the brink of annihilation. The Belt Alliance, who served loyally throughout the war, was also virtually destroyed in the war.

After the devastation of the Minbari War, the EA was forced to rebuild its fleet virtually from scratch. To make matters worse, the fleet in its existing form, had proven inadequate to the task of defending the Earth. The existing Earthforce fighters were considered the only real success of the war, all things considered, and attempts were made to increase the amount of fighters available to the EA. The design work for a missile fighter, lead to the new Badger series Starfury in Y2255. The Badger included a second crewman in an altered Aurora frame to which was added cutting edge electronics and a large war load of the heavier fighter missiles, the older Y-missiles being relegated to only Valkyrie squadrons. The new fighter was expected to fill both the long rang reconnaissance and heavy assault roles. However, the Badger traded away much of the Aurora's famous agility leaving the new fighter susceptible to engaging enemy fighters. Even the addition of aft uni-pulse cannon was considered stopgap at best. What was needed was a brand new fighter, rather than another conversion of an existing fighter, that was designed from the ground up to be a capable interceptor as well as an effective strike unit. The Alliance Senators, well aware of the Aurora's successes during the war quickly appropriated the necessary funding for the design work.

## A TIME OF BABYLON

It was decided that the close call mankind had just suffered could not be allowed to happen again. But the fact was that the Earth Alliance simply wasn't powerful enough to protect itself from every foe, as there was no way to catalogue all possible threats. The Babylon Project was created by politicians to solve the problem by diplomatic means. They reasoned that rather than building a fleet able to face any opponent, the EA could prevent or defuse problems and create new allies by creating a center for dialogue. The resulting Babylon Station proved to be a difficult task. The first, second and third stations built all were destroyed by industrial accidents or sabotage. The fourth station, the largest and most powerful, simply vanished. The disappearance of the fourth station was the most damaging. The first four stations had all been built with essentially the same parts recovered from each previous failure. With nothing left, and nothing to show for its money, the EA was on the verge of abandoning the project when help arrived from an unexpected quarter. The Minbari, Centauri and League of Non-Aligned Nations all pledged funds to finish the station and though it wouldn't be enough to duplicate the missing B4, Babylon 5 would exist. The station, in a much-stripped form, was placed into service in Y2256.

Even as the stations were under construction, Earthforce worked to increase its defenses and rebuild the fleet. Defense spending ramped even higher as Earthforce pundits tried to disprove the theory that it was impossible to defend the Alliance against all threats. Similarly, the Belt Alliance rebuilt, and while they did not have to defend against the notion of fleet versus diplomacy, it did have to convince its various clientele that the BA remained a viable entity. Unsurprisingly, the BA lacked the kind of budget Earthforce was currently spending and were forced to balance their rebuilding effort with a complete cessation of fighter development.

Within a year of Babylon 5 going into full service, the Earth Alliance entered what has become known as the Time of Troubles. This period saw Martian revolts, the Shadow War and the EA Civil War. Earthforce elements would be heavily involved in combat throughout this period. Ironically, while the Babylon Station was meant to preserve the peace with its neighbors, it could not solve the Alliance's internal strife.

At the forefront of these latest conflicts were the new Thunderbolt fighters. Introduced in early Y2259, the large new fighter took the best features of the Aurora and Badger and combined them into one lethal package. Though equipped with a slightly smaller war load of missile when compared to the Badger, the new fighter mounted the brand new Gatling Pulse Cannon in an atmospheric capable package that still managed to improve on the Aurora's dog-fighting capability. Sadly, the Thunderbolts early successes were largely in the service of an oppressive government, though a few fought with the Army of Light during the Shadow War and Sheridan's Liberation forces during the EA Civil War.

As the new Thunderbolt entered the last year of its design phase and began shifting to production, a brief attempt was made to improve the Aurora Starfury. Unfortunately, much of the Earthforce budget was in the process of shifting to a series of black R&D projects. Without significant funding, very little could be done to the basic frame. However, a small budget was established which yielded a number of field modification kits. One of the more successful kits was the "Gamma Kit" (Y2259), which mounted four of the old Y-Missile to the lower cruciform wings. The hard points, and control harnessing were constructed to be easily installed in the field. A small software patch to the existing targeting computer software to tie in the missiles was the only other modification. The resulting Starfury Gamma never entered fleet wide service, with most of the Gamma kits being applied to various planetary garrisons. Since the majority of the garrison missions involved anti-raider sweeps, these fighters were quickly dubbed Anti-Raider Starfury's.

As things began to spin out of control within the Earth Alliance, the Belt Alliance took the precaution of updating its fighter force. With a sense of urgency, the BA decided against updating the Starfox in favor of a Delta-V update, as the BA felt it would be more efficient to work with the fighter whose basic design has been maturing for over a century. This in-depth understanding would serve the BA well in the form of an incredible short design turn around resulting in the new Sentinel Fighter. Essentially, the Sentinel was a Delta-V with a larger thruster package, 2 Y-missiles and improved armor. Simple though the conversion was, the new Sentinel did not deploy until Y2261 and production had only begun to ramp up when Clark made his ultimate move for power.

When President Clark seized ultimate power, the Belt Alliance was ordered by the President to stand down and surrender to Loyalist Forces. The BA refused, and those that escaped Clark's forces either served in alien territory protecting contracted shipping or joined the Rebel forces, many serving in Sheridan's Army of Light fleet in both the Shadow War

and EA Civil War, at the side of the Rebel Earthforce units.

## THE FUTURE

After the liberation of Earth, the Earth Alliance had the familiar problem of rebuilding its forces once again. However, this proved somewhat advantageous when the newly formed Interstellar Alliance, as part of the agreement when the Earth Alliance joined, gave the Earth access to gravitic tech. Rather than struggle to retrofit existing hulls to new technology, Earthforce would incorporate the technology even as it rebuilt.

In order to generate the necessary funds to rebuild while integrating the new technology, the Earth Alliance needed to increase its revenue. One of the outstanding successes during the various conflicts was the Thunderbolt fighter. Numerous attempts to purchase and license build the fighter by various races and organization had been rejected by the Alliance during its Clark lead anti-alien period. In the post Clark era, these offers were reconsidered and only the vehement rejection by Earthforce convinced the Senate to not authorize sales. In a compromise, Earthforce agreed to develop an export class hull based on a modified Thunderbolt.

The Sabre fighter entered service in Y2264. Based on a scaled down Thunderbolt, the Sabre returned to paired Uni-Pulse cannons when Earthforce balked at allowing the cutting edge Gatling Pulse Cannon to be exported. The Valkyrie also played a roll in the Sabre's development when its missile system was borrowed and applied to the new fighter. In terms of overall performance the Sabre was more of a beefed up Valkyrie than a scaled down Thunderbolt. But the various EA sanctioned arms dealers played up the new fighter's Thunderbolt like appearance with remarkable success.

Sadly, the peaceful universe theory inherent in the Interstellar Alliances charter proved to be incorrect. The IA/Centauri War appeared within the first year of the Interstellar Alliance's existence, though EA forces did nothing beyond patrolling and guard duty. The subsequent Telepath War shook the people of the Earth Alliance to their core but the following Drakh War nearly took them to their graves when in a devastating attack on the Earth, a terrible plague was unleashed. Yet even this showed the growing power of the EA, as the Drakh, even with an accompanying Shadow Planet Killer, proved unable to destroy Earth by force and were forced to rely on the secondary plan by using the plague. Even after Earth was poisoned the EA retained enough strength to continue to harry the Drakh forces until their ultimate defeat at the hands of the IA. Since then, the EA has continued to grow in strength and influence, and there is no current reason to expect this to stop anytime soon.

The Belt Alliance fully intends to grow alongside of the EA, and fill a similar capacity within the IA. The decision to continue fielding independent fighter designs has yet been decided given the success and rapidly growing export sales of the new Sabre. Knowing the BA's independent mind set, a new fighter seems likely, but like all cagey businessmen the BA will probably hedge its bet and purchase a few Sabre's, if for no other reason than to backwards engineer its technology into a new BA designed fighter.

## Gatling Cannon

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The Gatling Cannon is projectile based weapon system very similar to that used in more traditional atmospheric fighters. The only significant difference is the adaptation of the weapon system to allow it to function in an vacuum. Though a projectile based system, the Gatling Cannon does not fire its slugs at velocities comparable to modern linear accelerators. Therefore, the Gatling Cannon does NOT function as a *Matter* weapon but as a *Particle* weapon.

The main problems with the weapon are its incredibly short range, its inability to function defensively and the limited ammunition that can be carried by a given fighter. Fighters using this weapon will list their total available ammunition in their description. Once out of ammo, the fighter has little choice but to return to its carrier and reload.



## CREDITS

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Much of the credit for this release is due to Mark Graves. As you may or may not know, Mark was responsible for writing the history of the Earth Alliance that appeared in the Rules Compendium. During the preparation of that history, Mark developed a lot of the early units, their basis for creation and their time line of appearance. He even generated many of Babylon 5 Wars statistics you see here. Mark is, of course, not the only source for this material and much thanks should be given to the other members of the History Repair Team (HRT). Though that team is somewhat scattered these days, as each pursues his various activities, their contributions to much of my work was and continues to be invaluable. I'd like to also note Darryl Hushaw for his Sabre contributions and to the many others who put forth their various opinions and comments on the "Mustang" fighter development. Finally, I'd like to thank Chameleon Eclectic for the article on the early Earth Force fighters and to Bruce Graw and Robert Glass who gave us Babylon 5 Wars and, for me, a chance to contribute personally.

## DESIGNER NOTES

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Much of the earliest fighter information I drew from Mark Graves. However, the real additions I made were in the area of the Aries, Flying Fox and Atlas. So first I'll start with the:

### ATLAS and FLYING FOX HEAVY FIGHTER

The primary problem was what to do with a fighter, who historically was so successful, when the Tiger Class Starfury that is to follow already has such poor statistics. Based on historical material by Chameleon Eclectic in its Earthforce Source Book, the Aries was supposed to be quite a fighter that was the equal of many races fighters by virtue of its giving up of atmospheric capabilities (in fact most of the history is based on the Chameleon Eclectic work). But how it possible to create a fighter that was seemingly this good and still be somewhat worse than the Tiger. The obvious answer was to simply was to replace the Uni-Pulse Cannons with Light Particle Guns (1d6+2) or Light Particle Beams (1d6+3). Knock the maneuver qualities down bit and there you'd have it.

Problem is that is seemed to weak or barring that to generic. I was looking for a little spice. So looked at the picture and noticed the mount under the nose. It stroke that it was very similar to the nose gun on an Apache Helicopter. With that idea I decided on a single ship class Lt Particle Beam mounted on an articulated mount. The Lt Particle Beam does 1d10+4 (Ave: 9.5, Max: 14), as compared to a pair of Uni Pulse Cannons (1d6+4 each, Ave: 15, Max: 20 but armor will count twice) so the total difference is not extreme and the results is a different feel. The articulated mount gives a larger firing arc than usual for fighters which serves to give the big, less maneuverable fighter the feel of more maneuverability which is what the opposing fighters would see.

As for maneuverability, I chose to lower the free thrust to 5 but added a +3 accel/decel thrust bonus (after all, the Aries as some big thrusters compared to the Tiger). The result is the Aries can accelerate with the Tiger but cannot maneuver as well or combat pivot as well since it only has the 5 thrust available.

Finally, I lowered the initiative by one to account for the poor cockpit location and raised the drop out by one to account for the spar cracking issue. A bit more structure since it's a larger fighter (but less armor) and this is the result.

From there the Flying Fox was simply an updated version of the Aries and was adjusted accordingly.

### ATLAS TORPEDO FIGHTER

The first mention of the Atlas fighter was made by John Copeland during the early seasons of Babylon 5. He had been asked about other Earth Alliance units and mentioned specifically the Olympus and the Atlas. I subsequently theorized that it was Flying Fox variant that used missile for its primary armament. The Atlas then formed a much more reasonable design path for the addition of missile to the Earth Alliance fighter path which, until now, had only begun with the introduction of the Badger. The Atlas now acts as the first EA missile fighter and initially adds the Y-missile and later the Basic Fighter missile to the EA arsenal in a much more smooth flowing time line.

# Belt Alliance Alpha Series Space Fighter

## SPECS

Class: Light Fighter  
In Service: 2123  
Point Value: 7 each  
Ramming Value: 10  
Jinking Limit: 10 Levels

## MANEUVERING

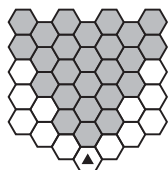
Turn Cost: 1/3 Speed  
Turn Delay: 0  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

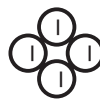
Fwd/Aft Defense: 6  
Stb/Port Defense: 6  
Free Thrust: 6  
Offensive Bonus: +2  
Initiative Bonus: +16

## WEAPON DATA

**Gatling Cannon**  
Number of Guns: 1  
Class: Particle  
Damage: 1d6  
Range Penalty: -3 per hex  
Fire Control: n/a  
Rate of Fire: Once per turn



## ARMOR



## 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

## SPECIAL NOTES

Non-Atmospheric  
6 ammunition for gun  
(shown in Notes)

Flight #1



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Dropped Out  
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Dropped Out  
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Dropped Out  
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Dropped Out  
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Dropped Out  
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Dropped Out  
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Dropped Out  
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Dropped Out  
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

# Belt Alliance Beta Series Space Fighter

## SPECS

Class: Light Fighter  
In Service: 2126  
Point Value: 7 each  
Ramming Value: 10  
Jinking Limit: 10 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

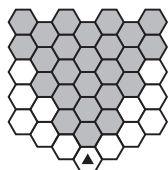
Fwd/Aft Defense: 6  
Stb/Port Defense: 6  
Free Thrust: 6  
Offensive Bonus: +2  
Initiative Bonus: +17

## WEAPON DATA

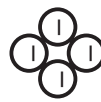
**Gatling Cannon**  
Number of Guns: 1  
Class: Particle  
Damage: 1d6  
Range Penalty: -3 per hex  
Fire Control: n/a  
Rate of Fire: Once per turn

## SPECIAL NOTES

6 ammunition for gun  
(shown in Notes)



## ARMOR



## 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



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Dropped Out  
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Dropped Out  
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Dropped Out  
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Dropped Out  
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Dropped Out  
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Dropped Out  
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Dropped Out  
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

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Dropped Out  
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

# EA Raptor Aerospace Fighter

## SPECS

Class: Light Fighter  
In Service: 2130  
Point Value: 9 each  
Ramming Value: 10  
Jinking Limit: 10 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

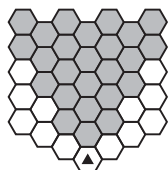
Fwd/Aft Defense: 5  
Stb/Port Defense: 5  
Free Thrust: 7  
Offensive Bonus: +2  
Initiative Bonus: +18

## WEAPON DATA

**Gatling Gun**  
Number of Guns: 2 (Linked)  
Class: Particle  
Damage: 1d6  
Range Penalty: -3 per hex  
Fire Control: n/a  
Rate of Fire: Once per turn

## SPECIAL NOTES

4 ammunition for gun  
(shown in Notes)



## ARMOR



## 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



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

# Belt Alliance Gamma Series Light Fighter

## SPECS

Class: Light Fighter  
In Service: 2135  
Point Value: 10 each  
Ramming Value: 11  
Jinking Limit: 10 Levels

## MANEUVERING

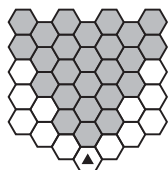
Turn Cost: 1/3 Speed  
Turn Delay: 0  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

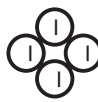
Fwd/Aft Defense: 6  
Stb/Port Defense: 6  
Free Thrust: 7  
Offensive Bonus: +2  
Initiative Bonus: +18

## WEAPON DATA

**Gatling Gun**  
Number of Guns: 2 (Linked)  
Class: Particle  
Damage: 1d6  
Range Penalty: -3 per hex  
Fire Control: n/a  
Rate of Fire: Once per turn



## ARMOR



## 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

## SPECIAL NOTES

6 ammunition for gun  
(shown in Notes)

Flight #1



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed

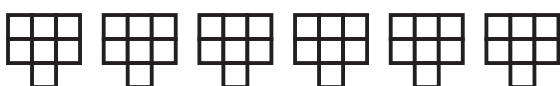


Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

# EA/BA Delta Multi-Roll Light Fighter

## SPECS

Class: Light Fighter  
In Service: 2158  
Point Value: 25 each  
Ramming Value: 11  
Jinking Limit: 10 Levels

## MANEUVERING

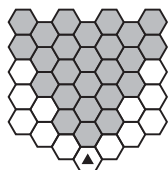
Turn Cost: 1/3 Speed  
Turn Delay: 0  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

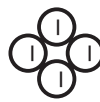
Fwd/Aft Defense: 5  
Stb/Port Defense: 5  
Free Thrust: 8  
Offensive Bonus: +2  
Initiative Bonus: +19

## WEAPON DATA

Ultralight Particle Beam  
Number of Guns: 2 (Linked)  
Class: Particle  
Damage: 1d6+1  
Range Penalty: -2 per hex  
Fire Control: n/a  
Rate of Fire: Once per turn










## ARMOR










## 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

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		








Flight #2

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		








Flight #3

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		








Flight #4

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		








Flight #5

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		








Flight #6

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #7

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #8

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		



# EA Aries-Class Starfury Heavy Fighter

## SPECS

Class: Heavy Fighter  
In Service: 2168  
Point Value: 39 each  
Ramming Value: 16  
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

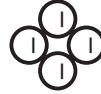
Fwd/Aft Defense: 8  
Stb/Port Defense: 9  
Free Thrust: 5  
Offensive Bonus: +3  
Initiative Bonus: +14

## WEAPON DATA

Light Particle Beam  
Number of Guns: 1  
Class: Particle  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: n/a  
Rate of Fire: Once per turn



## ARMOR




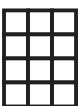
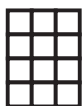
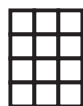



## Flight Level Combat

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


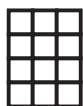





## SPECIAL NOTES

Non-Atmospheric  
+1 to dropout bonus  
+3 Thrust for  
Accel/Decel Only


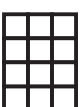
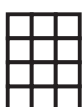
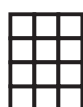

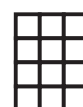

**Flight #1**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed					
	Thrust Used					
	Jinking					
	Notes					


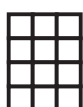


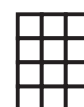


**Flight #2**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed					
	Thrust Used					
	Jinking					
	Notes					




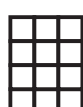

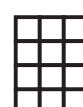

**Flight #3**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed					
	Thrust Used					
	Jinking					
	Notes					


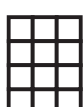





**Flight #4**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed					
	Thrust Used					
	Jinking					
	Notes					


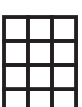

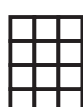

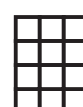

**Flight #5**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed					
	Thrust Used					
	Jinking					
	Notes					


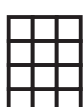





**Flight #6**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed					
	Thrust Used					
	Jinking					
	Notes					

**Flight #7**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed					
	Thrust Used					
	Jinking					
	Notes					

**Flight #8**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed					
	Thrust Used					
	Jinking					
	Notes					

# EA Flying Fox-Class Starfury Heavy Fighter

## SPECS

Class: Heavy Fighter  
In Service: 2180  
Point Value: 42 each  
Ramming Value: 18  
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: 8  
Stb/Port Defense: 9  
Free Thrust: 5  
Offensive Bonus: +3  
Initiative Bonus: +15

## WEAPON DATA

Light Particle Beam  
Number of Guns: 1  
Class: Particle  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: n/a  
Rate of Fire: Once per turn

## SPECIAL NOTES

Non-Atmospheric  
+3 Thrust for  
Accel/Decel Only


## 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


## ARMOR




**Flight #1**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		


**Flight #2**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		


**Flight #3**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		


**Flight #4**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		


**Flight #5**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		


**Flight #6**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		

**Flight #7**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		

**Flight #8**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		

# EA Atlas Torpedo Fighter

## SPECS

Class: Heavy Fighter  
In Service: 2212  
Point Value: 35 each  
Ramming Value: 17  
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

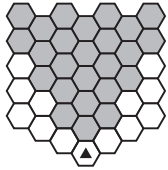
Fwd/Aft Defense: 8  
Stb/Port Defense: 9  
Free Thrust: 5  
Offensive Bonus: +3  
Initiative Bonus: +15

## WEAPON DATA

**Uni-Pulse Cannon**  
Number of Guns: 2 (Linked)  
Class: Particle  
Damage: 1d6+4  
Range Penalty: -2 per hex  
Fire Control: n/a  
Rate of Fire: Once per turn

**Basic Fighter Missile**  
Cost: 8  
Class: Ballistic  
Damage: 10  
Max Range: 10 hexes  
Fire Control: n/a

**Class-Y Fighter Missile**  
Cost: 2  
Class: Ballistic  
Damage: 6  
Max Range: 8 hexes  
Fire Control: n/a  
*Special: Snap Fire (see rules)*



## ARMOR



## 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


## Atlas Fighter (Y2234)

After Y2234, the Atlas was refit to carry either Y-missiles or Basic missiles. 1 Basic missile per 2 Y-missiles. Launch rate 2 Y-missiles or 1 Basic missile per turn.


## SPECIAL NOTES

Non-Atmospheric  
+2 Thrust for  
Accel/Decel Only  
Can carry 8 Y-missiles  
Launch rate 2 per turn


**Flight #1**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		


**Flight #2**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		


**Flight #3**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		


**Flight #4**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		


**Flight #5**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		


**Flight #6**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		

**Flight #7**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		

**Flight #8**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		

# EA Valkyrie Medium Fighter

## SPECS

Class: Medium Fighter  
In Service: 2237  
Point Value: 50 each  
Ramming Value: 14  
Jinking Limit: 8 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

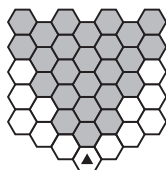
Fwd/Aft Defense: 7  
Stb/Port Defense: 7  
Free Thrust: 9  
Offensive Bonus: +4  
Initiative Bonus: +18

## WEAPON DATA

**Uni-Pulse Cannon**  
Number of Guns: 2 (Linked)  
Class: Particle  
Damage: 1d6+4  
Range Penalty: -2 per hex  
Fire Control: n/a  
Rate of Fire: Once per turn

**Basic Fighter Missile**  
Cost: 8  
Class: Ballistic  
Damage: 10  
Max Range: 10 hexes  
Fire Control: n/a

**Class-Y Fighter Missile**  
Cost: 2  
Class: Ballistic  
Damage: 6  
Max Range: 8 hexes  
Fire Control: n/a  
Special: Snap Fire (see rules)



## ARMOR



## 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

## SPECIAL NOTES

Can carry 4 Y-missiles  
May replace Y-missiles  
with Basic missile at  
1 Basic per 2 Y-missiles  
Launch rate 2 Y-missiles  
or 1 Basic per turn

Flight #1



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

# EA Sabre Export Fighter

## SPECS

Class: Medium Fighter  
In Service: 2264  
Point Value: 58 each  
Ramming Value: 19  
Jinking Limit: 8 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

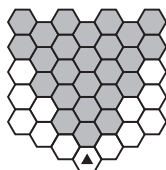
Fwd/Aft Defense: 7  
Stb/Port Defense: 7  
Free Thrust: 12  
Offensive Bonus: +5  
Initiative Bonus: +18

## WEAPON DATA

**Uni-Pulse Cannon**  
Number of Guns: 2 (Linked)  
Class: Particle  
Damage: 1d6+4  
Range Penalty: -2 per hex  
Fire Control: n/a  
Rate of Fire: Once per turn

**Basic Fighter Missile**  
Cost: 8  
Class: Ballistic  
Damage: 10  
Max Range: 10 hexes  
Fire Control: n/a

**Class-Y Fighter Missile**  
Cost: 2  
Class: Ballistic  
Damage: 6  
Max Range: 8 hexes  
Fire Control: n/a  
Special: Snap Fire (see rules)



## ARMOR










## 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








## SPECIAL NOTES

Can carry 4 Y-missiles  
May replace Y-missiles  
with Basic missile at  
1 Basic per 2 Y-missiles  
Launch rate 2 Y-missiles  
or 1 Basic per turn








**Flight #1**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed					
	Thrust Used					
	Jinking					
	Notes					








**Flight #2**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed					
	Thrust Used					
	Jinking					
	Notes					








**Flight #3**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed					
	Thrust Used					
	Jinking					
	Notes					








**Flight #4**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed					
	Thrust Used					
	Jinking					
	Notes					








**Flight #5**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed					
	Thrust Used					
	Jinking					
	Notes					








**Flight #6**














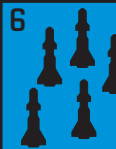


































































	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed					
	Thrust Used					
	Jinking					
	Notes					

**Flight #7**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed					
	Thrust Used					
	Jinking					
	Notes					
































































































































































































**Flight #8**

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
						
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed					
	Thrust Used					
	Jinking					
	Notes					

1  Alpha Belt Alliance	2  Alpha Belt Alliance	3  Alpha Belt Alliance	4  Alpha Belt Alliance	5  Alpha Belt Alliance	6  Alpha Belt Alliance	7  Alpha Belt Alliance	8  Alpha Belt Alliance
1  Beta Belt Alliance	2  Beta Belt Alliance	3  Beta Belt Alliance	4  Beta Belt Alliance	5  Beta Belt Alliance	6  Beta Belt Alliance	7  Beta Belt Alliance	8  Beta Belt Alliance
1  Raptor Earth Alliance	2  Raptor Earth Alliance	3  Raptor Earth Alliance	4  Raptor Earth Alliance	5  Raptor Earth Alliance	6  Raptor Earth Alliance	7  Raptor Earth Alliance	8  Raptor Earth Alliance
1  Gamma Belt Alliance	2  Gamma Belt Alliance	3  Gamma Belt Alliance	4  Gamma Belt Alliance	5  Gamma Belt Alliance	6  Gamma Belt Alliance	7  Gamma Belt Alliance	8  Gamma Belt Alliance
1  Delta Earth Alliance	2  Delta Earth Alliance	3  Delta Earth Alliance	4  Delta Earth Alliance	5  Delta Earth Alliance	6  Delta Earth Alliance	7  Delta Earth Alliance	8  Delta Earth Alliance
1  Delta Belt Alliance	2  Delta Belt Alliance	3  Delta Belt Alliance	4  Delta Belt Alliance	5  Delta Belt Alliance	6  Delta Belt Alliance	7  Delta Belt Alliance	8  Delta Belt Alliance
1  Aries Earth Alliance	2  Aries Earth Alliance	3  Aries Earth Alliance	4  Aries Earth Alliance	5  Aries Earth Alliance	6  Aries Earth Alliance	7  Aries Earth Alliance	8  Aries Earth Alliance
1  Flying Fox Earth Alliance	2  Flying Fox Earth Alliance	3  Flying Fox Earth Alliance	4  Flying Fox Earth Alliance	5  Flying Fox Earth Alliance	6  Flying Fox Earth Alliance	7  Flying Fox Earth Alliance	8  Flying Fox Earth Alliance
1  Atlas Earth Alliance	2  Atlas Earth Alliance	3  Atlas Earth Alliance	4  Atlas Earth Alliance	5  Atlas Earth Alliance	6  Atlas Earth Alliance	7  Atlas Earth Alliance	8  Atlas Earth Alliance
1  Valkyrie Earth Alliance	2  Valkyrie Earth Alliance	3  Valkyrie Earth Alliance	4  Valkyrie Earth Alliance	5  Valkyrie Earth Alliance	6  Valkyrie Earth Alliance	7  Valkyrie Earth Alliance	8  Valkyrie Earth Alliance



1  Sabre Earth Alliance	2  Sabre Earth Alliance	3  Sabre Earth Alliance	4  Sabre Earth Alliance	5  Sabre Earth Alliance	6  Sabre Earth Alliance	7  Sabre Earth Alliance	8  Sabre Earth Alliance
1  Sabre Belt Alliance	2  Sabre Belt Alliance	3  Sabre Belt Alliance	4  Sabre Belt Alliance	5  Sabre Belt Alliance	6  Sabre Belt Alliance	7  Sabre Belt Alliance	8  Sabre Belt Alliance

BA	1	BA	2	BA	3	BA	4	BA	5	BA	6	BA	7	BA	8	BA	9	BA	10	BA	11	BA	12	BA	13	BA	14	BA	15	BA	16
	Alpha		Alpha		Alpha		Alpha		Alpha		Alpha		Alpha		Alpha		Alpha		Alpha		Alpha		Alpha		Alpha		Alpha		Alpha		
BA	1	BA	2	BA	3	BA	4	BA	5	BA	6	BA	7	BA	8	BA	9	BA	10	BA	11	BA	12	BA	13	BA	14	BA	15	BA	16
	Beta		Beta		Beta		Beta		Beta		Beta		Beta		Beta		Beta		Beta		Beta		Beta		Beta		Beta		Beta		
EA	1	EA	2	EA	3	EA	4	EA	5	EA	6	EA	7	EA	8	EA	9	EA	10	EA	11	EA	12	EA	13	EA	14	EA	15	EA	16
	Raptor		Raptor		Raptor		Raptor		Raptor		Raptor		Raptor		Raptor		Raptor		Raptor		Raptor		Raptor		Raptor		Raptor		Raptor		
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	Gamma		Gamma		Gamma		Gamma		Gamma		Gamma		Gamma		Gamma		Gamma		Gamma		Gamma		Gamma		Gamma		Gamma		Gamma		
EA	1	EA	2	EA	3	EA	4	EA	5	EA	6	EA	7	EA	8	EA	9	EA	10	EA	11	EA	12	EA	13	EA	14	EA	15	EA	16
	Delta		Delta		Delta		Delta		Delta		Delta		Delta		Delta		Delta		Delta		Delta		Delta		Delta		Delta		Delta		
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	Delta		Delta		Delta		Delta		Delta		Delta		Delta		Delta		Delta		Delta		Delta		Delta		Delta		Delta		Delta		
EA	1	EA	2	EA	3	EA	4	EA	5	EA	6	EA	7	EA	8	EA	9	EA	10	EA	11	EA	12	EA	13	EA	14	EA	15	EA	16
	Aries		Aries		Aries		Aries		Aries		Aries		Aries		Aries		Aries		Aries		Aries		Aries		Aries		Aries		Aries		
EA	1	EA	2	EA	3	EA	4	EA	5	EA	6	EA	7	EA	8	EA	9	EA	10	EA	11	EA	12	EA	13	EA	14	EA	15	EA	16
	Flying Fox		Flying Fox		Flying Fox		Flying Fox		Flying Fox		Flying Fox		Flying Fox		Flying Fox		Flying Fox		Flying Fox		Flying Fox		Flying Fox		Flying Fox		Flying Fox		Flying Fox		
EA	1	EA	2	EA	3	EA	4	EA	5	EA	6	EA	7	EA	8	EA	9	EA	10	EA	11	EA	12	EA	13	EA	14	EA	15	EA	16
	Atlas		Atlas		Atlas		Atlas		Atlas		Atlas		Atlas		Atlas		Atlas		Atlas		Atlas		Atlas		Atlas		Atlas		Atlas		
EA	1	EA	2	EA	3	EA	4	EA	5	EA	6	EA	7	EA	8	EA	9	EA	10	EA	11	EA	12	EA	13	EA	14	EA	15	EA	16
	Valkyrie		Valkyrie		Valkyrie		Valkyrie		Valkyrie		Valkyrie		Valkyrie		Valkyrie		Valkyrie		Valkyrie		Valkyrie		Valkyrie		Valkyrie		Valkyrie		Valkyrie		
EA	1	EA	2	EA	3	EA	4	EA	5	EA	6	EA	7	EA	8	EA	9	EA	10	EA	11	EA	12	EA	13	EA	14	EA	15	EA	16
	Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		
BA	1	BA	2	BA	3	BA	4	BA	5	BA	6	BA	7	BA	8	BA	9	BA	10	BA	11	BA	12	BA	13	BA	14	BA	15	BA	16
	Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre		Sabre	