



Dilgar Darthus Prototype Fighters

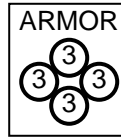
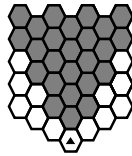


SPECS
Class: Med. Fighters
In Service: 2236
Point Value:
Ramming Factor:
Jinking Limit: 6 Levels

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

COMBAT STATS
Fwd/Aft Defense: 7
Stb/Port Defense: 7
Free Thrust: 15
Offensive Bonus: +8
Initiative Bonus: +20

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



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
Advanced Armor
Bio-Drive System
-2 dropout bonus
+1 initiative while
flight commander is
alive and uninjured

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

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

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

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

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

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

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Flight #7						
	Initiative	Speed	Thrust Used	Jinking	Notes	

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Flight #8						
	Initiative	Speed	Thrust Used	Jinking	Notes	