

EA SAG-10B Eagle Assault Fighters

SPECS

Class: Super-Heavy Ftrs
In Service: 2252
Point Value: 175 each
Ramming Factor: 42
Jinking Limit: 4 Lvl's

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

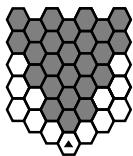
COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 10
Free Thrust: 12
Offensive Bonus: +5
Initiative Bonus: +14

WEAPON DATA

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

Paired Particle Beam
Class: Particle
Modes: Standard
Damage: 2d10
Range Penalty: -2 per hex
Fire Control 0/0/0
Intercept Rating: -2
Rate of Fire: 1 per 2 turns (can fire at the same time as the UPC's)



ARMOR



SPECIAL NOTES

Can carry 12 missiles, and launch 2 per turn at the same or different targets.
Includes navigator.
Non-atmospheric.
Locked-onto as individual units.

Flight Level Combat
Do not use flight level combat for this unit.

Fighter #1

Dropped Out ☐ Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

Fighter #2

Dropped Out ☐ Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

Fighter #3

Dropped Out ☐ Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

Fighter #4

Dropped Out ☐ Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

Fighter #5

Dropped Out ☐ Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

Fighter #6

Dropped Out ☐ Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

Fighter #7

Dropped Out ☐ Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

Fighter #8

Dropped Out ☐ Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

Fighter #9

Dropped Out ☐ Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

Fighter #10

Dropped Out ☐ Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

Fighter #11

Dropped Out ☐ Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

Fighter #12

Dropped Out ☐ Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking