



EA Badger Long-Range Fighters



SPECS
 Class: Heavy Fighters
 In Service: 2255
 Point Value: 70 each
 Ramming Factor: 25
 Jinking Limit: 6 Levels

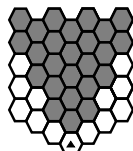
MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS
 Fwd/Aft Defense: 9
 Stb/Port Defense: 6
 Free Thrust: 10
 Offensive Bonus: +6
 Initiative Bonus: +17

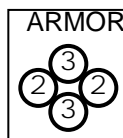
WEAPON DATA
 Uni-Pulse Cannon
 Number of Guns: 2 (Linked)
 plus 1 tail gun (Unlinked)
 Damage: 1d6+4
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn

Basic Fighter Missile
 Cost: 8 Combat Points
 Class: Ballistic
 Damage: 10
 Max Range: 10 hexes
 Fire Control: n/a
 Intercept Rating: n/a

SPECIAL NOTES
 Non-atmospheric
 Can carry 8 missiles
 Launch rate 2 per turn



(Tail gun uses the reverse arc)



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		



EA Prowler EW Fighter

SPECS
 Class: Heavy Fighters
 In Service: 2248
 Point Value: 75
 Ramming Factor: 25
 Jinking Limit: 5 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: 9
 Stb/Port Defense: 8
 Free Thrust: 10
 Offensive Bonus: +4
 Initiative Bonus: +17

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

SPECIAL NOTES
 Non-atmospheric
 Can carry 8 missiles.
 Launch rate 1 per turn.
 Missiles compliment
 usually 2 basic missiles
 and 6 HARMS.
 Capable of generating
 4 DEW each 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 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

STANDARD NAVIGATOR
 Initiative Bonus: +1
 Missile guidance ability

