

EA Tornado Long-Range Fighter



SPECS
Class: Heavy Fighters
In Service: 2246
Point Value:
Ramming Factor: 22
Jinking Limit: 6 Levels

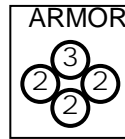
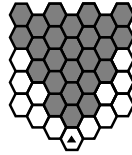
MANEUVERING
Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS
Fwd/Aft Defense: 8
Stb/Port Defense: 7
Free Thrust: 12
Offensive Bonus: +6
Initiative Bonus: +15

WEAPON DATA
Uni-Pulse Cannon
Number of Guns: 4 (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 Combat Points
Class: Ballistic
Damage: 10
Max Range: 10 hexes
Fire Control: n/a
Intercept Rating: n/a

SPECIAL NOTES
Non-atmospheric
Can carry 6 missiles
Launch rate 2 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

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