

# EA HORNET FIGHTER

## SPECS

CLASS: MEDIUM FIGHTER  
IN SERVICE: 2271  
POINT VALUE: 99  
RAMMING FACTOR: 24  
JINKING LIMIT: 5

## MANUVERING

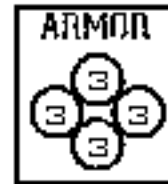
TURN COST: 2  
TURN DELAY: 2  
ACCL/DECL COST: 1  
PIVOT COST: 2+2  
ROLL COST: 2+2

## COMBAT STATS

FWD/AFT DEF: 2  
STB/PORT DEF: 7  
FREE THRUST: 2  
OFFENSIVE BONUS: +7  
INITIATIVE: +8

## WEAPON DATA

LIGHT PULSARS  
NUMBER OF GUNS: 2 (LINKED)  
CLASS: MOLECULAR  
DAMAGE: 2D6+2  
RANGE  
PENALTY: -2 PER HEX  
FIRE  
CONTROL: +4/+4/+8  
ROF: 1 PER TURN



	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
FLIGHT						
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	<input type="text"/>					
SPEED	<input type="text"/>					
THRUST USED	<input type="text"/>					
JINKING	<input type="text"/>					
NOTES	<input type="text"/>					

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