

EA Starfury Heavy Fighters

SPECS	MANEUVERING	COMBAT STATS	WEAPON DATA
Class: Heavy Fighters	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 8	Uni-Pulse Cannon
In Service: 2244	Turn Delay: 0	Stb/Port Defense: 6	Number of Guns: 2 (Linked)
Flight PV: 656	Accel/Decel Cost: 1 Thrust	Free Thrust: 12	Class: Particle
Ramming Factor: 22	Pivot Cost: 1 Thrust	Offensive Bonus: +9 (+5)	Damage: 1d6+4
Jinking Limit: 6 Levels	Roll Cost: 1 Thrust	Initiative Bonus: +16	Range Penalty: -2 per hex
			Fire Control: n/a
			Rate of Fire: Once per turn



ARMOR

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

Non-atmospheric
4 Expert Pilots
4 free jinks, OB bonus, see rules
1 Expert Evader
can lessen damage, see rules
1 Expert Coordinator
special combat pivot, see rules

Flight #1



Dropped Out
Ftr Destroyed

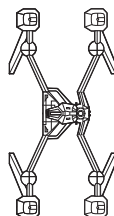
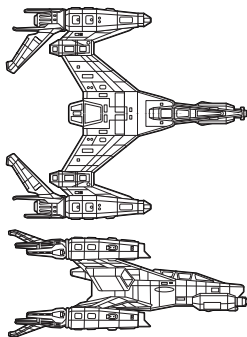
Initiative	Speed	Thrust Used	Jinking	Notes
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Flight #2



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
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EA Thunderbolt Assault Fighters

SPECS	MANEUVERING	COMBAT STATS	WEAPON DATA
Class: Heavy Fighters	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 8	Gatling Pulse Cannon
In Service: 2259	Turn Delay: 0	Stb/Port Defense: 7	Number of Guns: 1
Flight PV: 1024	Accel/Decel Cost: 1 Thrust	Free Thrust: 13	Class: Particle
Ramming Factor: 24	Pivot Cost: 1 Thrust	Offensive Bonus: +9 (+5)	Damage: 2d6+6
Jinking Limit: 6 Levels	Roll Cost: 1 Thrust	Initiative Bonus: +17 (+16)	Range Penalty: -2 per hex
			Fire Control: n/a
			Rate of Fire: Once per turn

SPECIAL NOTES

- 4 Expert Pilots
4 free jinks, OB bonus, see rules
- 1 Expert Evader
can lessen damage, see rules
- 1 Expert Coordinator
special combat pivot, see rules
- 1 Expert Missileer
+1 to hit with missiles



NAVIGATOR

Missile guidance ability
+1 Init added above

ARMOR

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

WEAPON DATA

Gatling Pulse Cannon
Number of Guns: 1
Class: Particle
Damage: 2d6+6
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn
Intercept Rating: -2

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

Missile Notes

Can carry 6 missiles
Launch rate 2 per turn
Flight PV includes 6
missiles per fighter

Flight #1



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
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Flight #2



Dropped Out Ftr Destroyed

The diagram shows six 4x4 grids labeled Ftr #1 to Ftr #6. Each 4x4 grid is composed of 16 smaller squares. Below each 4x4 grid is a 2x2 grid of four smaller squares. The 2x2 grids are positioned such that they are centered below the 4x4 grids. The 2x2 grids are labeled Ftr #1 to Ftr #6, corresponding to the 4x4 grids above them.

Initiative	Speed	Thrust Used	Jinking	Notes
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