

House Orange Interceptor 2 Fighter

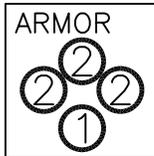
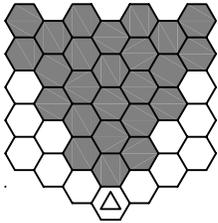
Specifications	
CLASS:	Heavy Fighter
IN SERVICE:	2241
POINT VALUE:	42
RAMMING FACTOR:	17
JINKING LIMITS:	8

Maneuvering	
TURN COST:	1/3 Speed
TURN DELAY:	0 Speed
ACCEL/DECCEL COST:	1
PIVOT COST:	1
ROLL COST:	1

Combat Statistics	
FWD/AFT DEFENSE	7
PORT DEF:	7
FREE THRUST:	10
OFFENSIVE BONUS:	+4
INITIATIVE BONUS:	+18

Medium Particle Beam	
# of Guns:	2 Linked
Class:	Particle
Damage:	1D6+3
Range Modifier:	-2 per Hex
Fire Control:	n/a
Rate of Fire:	1 per Turn

SPECIAL NOTES
Atmospheric capable
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FLIGHT LEVEL COMBAT	
5 OR MORE ABOVE	= 0 HIT
3 TO 4 ABOVE	= 1/6 HIT
1 TO 2 ABOVE	= 1/3 HIT
0 TO 2 BELOW	= 1/2 HIT
3 TO 4 BELOW	= 2/3 HIT
5 TO 6 BELOW	= 5/6 HIT
7 - BELOW	ALL HIT

FTR. #1 FTR. #2 FTR. #3 FTR. #4 FTR. #5 FTR. #6

FLIGHT #

DROPPED OUT

FTR DESTROYED

INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

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