

House Orange Skirmisher Light Fighter

Specifications

CLASS: Light Fighter
IN SERVICE: 2228
POINT VALUE: 43
RAMMING FACTOR: 12
JINKING LIMITS: 8

Maneuvering

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

Combat Statistics

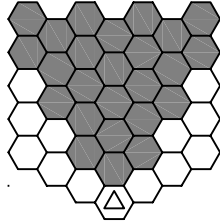
FWD/AFT DEFENSE 7
PORT DEF: 6
FREE THRUST: 11
OFFENSIVE BONUS: +4
INITIATIVE BONUS: +20

Medium Particle Beam

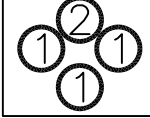
of Guns: 2 Linked
Class: Particle
Damage: 1D6+3
Range Modifier: -2 per Hex
Fire Control: n/a
Rate of Fire: 1 per Turn

SPECIAL NOTES

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ARMOR

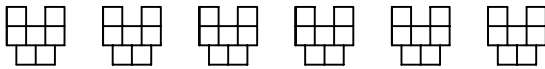


FLIGHT LEVEL COMBAT

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

FLIGHT #

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

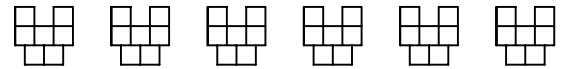


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INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

FLIGHT #

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

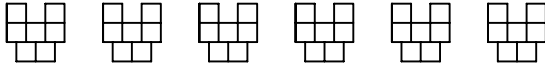


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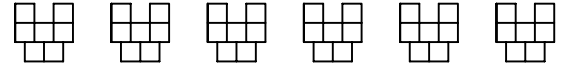


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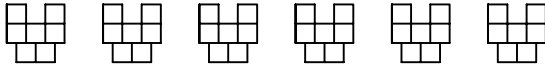


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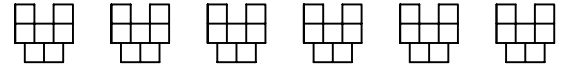


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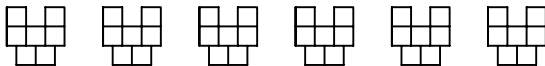


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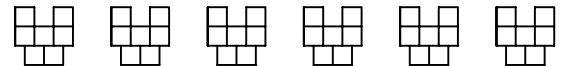


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