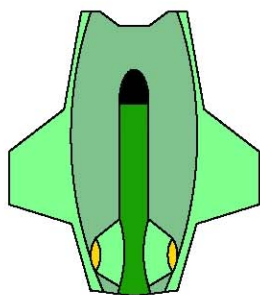
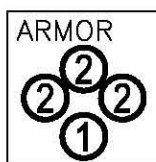
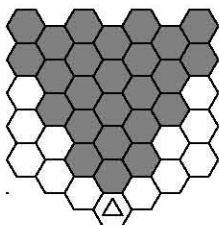


J'KB Scourge Fighter



SPECS	MANEUVERING	COMBAT STATS
CLASS: LIGHT FIGHTER	TURN COST: 1/3 SPEED	FWD/AFT DEFENSE 6
IN SERVICE: 2220	TURN DELAY: 0	PORT DEF: 7
POINT VALUE: 38	ACCEL/DECCEL COST: 1	FREE THRUST: 12
RAMMING FACTOR: 13	PIVOT COST: 1	OFFENSIVE BONUS: +5
JINKING LIMITS: 9	ROLL COST: 1	INITIATIVE BONUS: +20

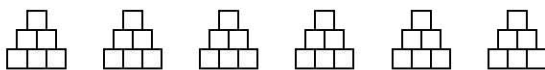
Ultra Light Particle Beam	
# of Guns	2 LINKED
Class:	PARTICLE
Damage:	1D6+1
Range Modifier:	-2/Hex
Fire Control:	N/A
Rate of Fire	1



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 #1

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

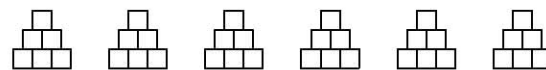


DROPPED OUT ☐
FTR DESTROYED ☐

INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

FLIGHT #2

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

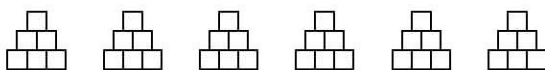


DROPPED OUT ☐
FTR DESTROYED ☐

INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

FLIGHT #3

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

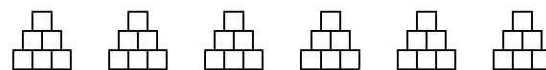


DROPPED OUT ☐
FTR DESTROYED ☐

INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

FLIGHT #4

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

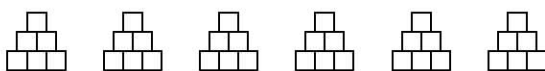


DROPPED OUT ☐
FTR DESTROYED ☐

INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

FLIGHT #5

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

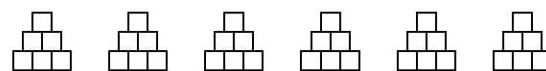


DROPPED OUT ☐
FTR DESTROYED ☐

INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

FLIGHT #6

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

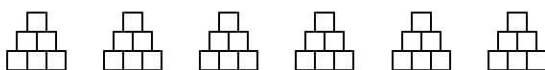


DROPPED OUT ☐
FTR DESTROYED ☐

INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

FLIGHT #7

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

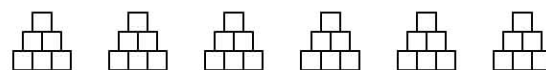


DROPPED OUT ☐
FTR DESTROYED ☐

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