

Kor-Lyan Kalti Intercept Fighters

SPECS

Class: Med Fighters
In Service: 2218
Point Value: 46 each
Ramming Factor: 16
Jinking Limit: 8 Levels

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

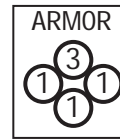
Fwd/Aft Defense: 7
Stb/Port Defense: 8
Free Thrust: 12
Offensive Bonus: +6
Initiative Bonus: +18

WEAPON DATA

Light Particle Beam
Number of Guns: 2 (Linked)
Damage: 1d6+3
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: 1 per turn
Basic Fighter Missile
Cost: 8 Combat Points
Class: Ballistic
Damage: 10
Max Range: 10 hexes
Fire Control: n/a
Intercept Rating: n/a


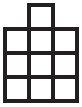
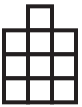
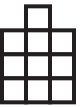
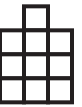
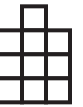







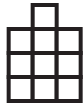
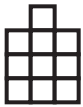

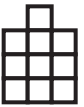
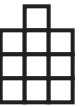







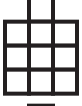
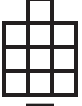
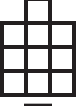
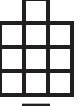
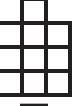







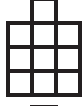
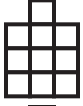
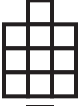
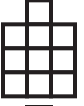
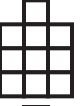











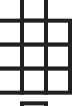







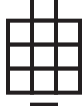
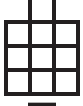

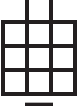
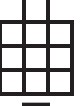







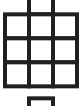
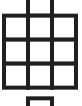
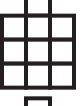

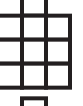







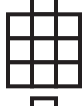
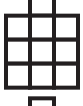
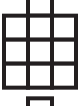
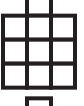







SPECIAL NOTES

Can carry 4 missiles
Launch rate 1 per turn



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

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Flight #1						
						
Dropped Out						
Ftr Destroyed						
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						
Flight #2						
						
Dropped Out						
Ftr Destroyed						
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						
Flight #3						
						
Dropped Out						
Ftr Destroyed						
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						
Flight #4						
						
Dropped Out						
Ftr Destroyed						
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						
Flight #5						
						
Dropped Out						
Ftr Destroyed						
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						
Flight #6						
						
Dropped Out						
Ftr Destroyed						
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						
Flight #7						
						
Dropped Out						
Ftr Destroyed						
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						
Flight #8						
						
Dropped Out						
Ftr Destroyed						
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						