

Lumati Gar Medium Fighters

SPECS

Class: Med. Fighter
In Service: 2207
Point Value: 46 each
Ramming Factor: 17
Jinking Limit: 8 Lvl

MANEUVERING

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

COMBAT STATS

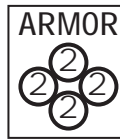
Fwd/Aft Defense: 7
Stb/Port Defense: 6
Free Thrust: 12
Offensive Bonus: +5
Initiative Bonus: +18

WEAPON DATA

Light Flux Beam
Number of Guns: 1
Class: Particle
Damage: 1d6+1
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -1
Rate of Fire: 2 per turn
Special: Can combine both shots into a single shot, scoring 2d6 damage.

SPECIAL NOTES

+2 Dropout Penalty



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

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