



Commonwealth Shrike Strike Fighter

SPECS
Class: UltraLight Fighter
In Service: ?
Point Value: ?
Ramming Factor: ?
Jinking Limit: unlimited

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

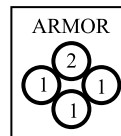
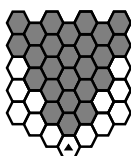
COMBAT STATS
Fwd/Aft Defense: 7
Stb/Port Defense: 8
Free Thrust: 9
Offensive Bonus: +4
Initiative Bonus: +21

WEAPON DATA

Ultra-Light AP Cannon
Number of Guns: 1
Class: Anti-Matter
Damage: 1d6+6
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

Light Anti-Ship ELS Missiles
Cost:
Class: Ballistic-2
Damage: 16
Range Modifier: -2/hex after 8
Max Payload: 6
Launch Rate: up to 3/turn
Minimum Range: 5

Gravitic drive
Navigator
Slip Stream Capable
Slip Delay: 30 turns



hit roll	6	5	4	3	2	1
5+ above =	0	0	0	0	0	0
3-4 above =	1	1	1	1	0	0
1-2 above =	2	2	1	1	1	0
0-2 below =	3	3	2	2	1	1
3-4 below =	4	3	3	2	1	1
5-6 below =	5	4	3	3	2	1
7+ below =	6	5	4	3	2	1

Flight #1



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes