

Version 3: 2E/BT Wars

## F11-RR Cheetah Fighter (Inner Sphere)

### SPECS

Class: Light Fighters  
In Service: 3054  
Point Value: 23 each  
Ramming Factor: 10  
Jinking: 10 Levels

### MANEUVERING

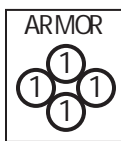
Turn Cost: 1/4 Speed  
Turn Delay: 0  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

### COMBAT STATS

Fwd/Aft Defense: 5  
Stb/Port Defense: 6  
Free Thrust: 13  
Offensive Bonus: +3  
Initiative Bonus: +21

### WEAPON DATA

Pulse Laser  
Number of Guns: 1  
Class: TurboLaser  
Damage: 1d6+3  
Range Penalty: -2 per hex  
Fire Control: n/a  
Rate of Fire: 1 per turn



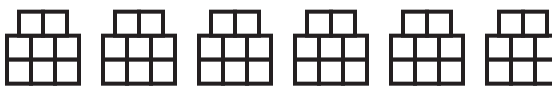
### Flight Level Combat

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

Flight #1



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



Dropped Out  
Ftr Destroyed

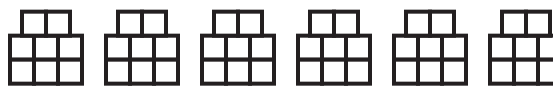


Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



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



Dropped Out  
Ftr Destroyed

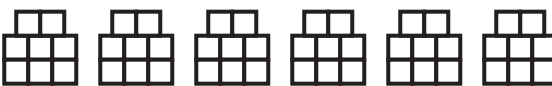


Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



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



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

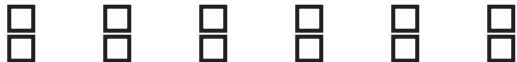
Flight #4



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



Dropped Out  
Ftr Destroyed

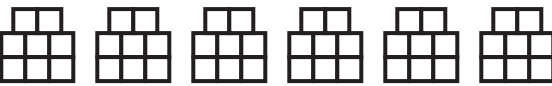


Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



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



Dropped Out  
Ftr Destroyed

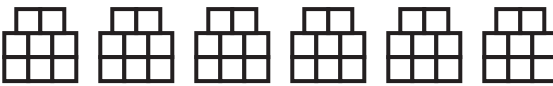


Initiative	Speed	Thrust Used	Jinking	Notes

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

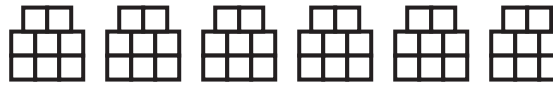


Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



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



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes