

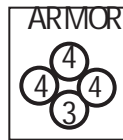


Richese Padishah Superiority Fighter

SPECS
 Class: Med. Fighters
 In Service: 2216
 Point Value: 55 each
 Ramming Factor: 17
 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: 8
 Stb/Port Defense: 7
 Free Thrust: 10
 Offensive Bonus: +4
 Initiative Bonus: +16



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

Light Railgun

Class: Matter
 Modes: Standard
 Damage: 6
 No of Guns: 2 (linked)
 Range Penalty: -2 per hex
 Intercept Rating: -1
 Rate of Fire: 1 per turn

Holtzman Shield
 Shield included in armor value. If turned off subtract 2 armor, add +2 thrust, and +1 initiative. Causes Holtzman Effect

Flight #1

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

Dropped Out ☐ ☐ ☐ ☐ ☐ ☐

Ftr Destroyed ☐ ☐ ☐ ☐ ☐ ☐

Initiative	Speed	Thrust Use	Jinking	Notes

Flight #2

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

Dropped Out ☐ ☐ ☐ ☐ ☐ ☐

Ftr Destroyed ☐ ☐ ☐ ☐ ☐ ☐

Initiative	Speed	Thrust Use	Jinking	Notes

Flight #3

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

Dropped Out ☐ ☐ ☐ ☐ ☐ ☐

Ftr Destroyed ☐ ☐ ☐ ☐ ☐ ☐

Initiative	Speed	Thrust Use	Jinking	Notes

Flight #4

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

Dropped Out ☐ ☐ ☐ ☐ ☐ ☐

Ftr Destroyed ☐ ☐ ☐ ☐ ☐ ☐

Initiative	Speed	Thrust Use	Jinking	Notes

Flight #5

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

Dropped Out ☐ ☐ ☐ ☐ ☐ ☐

Ftr Destroyed ☐ ☐ ☐ ☐ ☐ ☐

Initiative	Speed	Thrust Use	Jinking	Notes

Flight #6

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

Dropped Out ☐ ☐ ☐ ☐ ☐ ☐

Ftr Destroyed ☐ ☐ ☐ ☐ ☐ ☐

Initiative	Speed	Thrust Use	Jinking	Notes

Flight #7

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

Dropped Out ☐ ☐ ☐ ☐ ☐ ☐

Ftr Destroyed ☐ ☐ ☐ ☐ ☐ ☐

Initiative	Speed	Thrust Use	Jinking	Notes

Flight #8

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

Dropped Out ☐ ☐ ☐ ☐ ☐ ☐

Ftr Destroyed ☐ ☐ ☐ ☐ ☐ ☐

Initiative	Speed	Thrust Use	Jinking	Notes