

FORCE Fast Attack Light Fighters

SPECS

Class: Light Fighters
In Service: na
Point Value: 35 each
Ramming Factor: 13
Jinking Limit: 10 Lvl

MANEUVERING

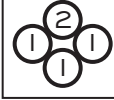
Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 6
Stb/Port Defense: 7
Free Thrust: 11
Offensive Bonus: +4
Initiative Bonus: +20



ARMOR



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

WEAPON DATA

Multi-Threat Weapon
Number of Guns: 1
Choose Mode - 1 turn
change over delay

SPB
Class: Particle
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -1
Rate of Fire: 1 per turn
LIGHT HELLIWHIP
Class: Laser/Plasma
Damage: 2d6
Range Penalty: -1 per hex
Fire Control: +0/+0/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
FLECHETTE
Class: Matter
Damage: 1d3+1
Fire Control: n/a
Range Penalty: -3 per hex
Intercept Rating: -1
Rate of Fire: 2 per turn

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