



TC Hornet Light Fighters



SPECS

Class: Light Fighter
In Service: 2640
Point Value: 38 each
Ramming Factor: 9
Jinking Limit: 10 Lvl's

MANEUVERING

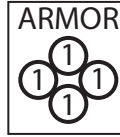
Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 6
Stb/Port Defense: 6
Free Thrust: 10
Offensive Bonus: +4
Initiative Bonus: +20

WEAPON DATA

Laser Cannon Mk. 1
Number of Guns: 2 (Linked)
Class: Laser
Damage: 1d6+1
Range Penalty: -2 per hex
Battery Requirement: 1 each
Rate of Fire: Once 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

SPECIAL NOTES

+2 To Dropout Rolls
Shield Recharge: 1 per turn
Battery Recharge: 2 per turn

Flight #1

Ftr #1

Structure Shield



Dropped Out ☐
Ftr Destroyed ☐

Initiative

Speed

Thrust Used

Ftr #2

Structure Shield



Dropped Out ☐
Ftr Destroyed ☐

Jinking

Notes

Ftr #3

Structure Shield



Dropped Out ☐
Ftr Destroyed ☐

Ftr #4

Structure Shield



Dropped Out ☐
Ftr Destroyed ☐

Flight #2

Ftr #1

Structure Shield



Dropped Out ☐
Ftr Destroyed ☐

Initiative

Speed

Thrust Used

Ftr #2

Structure Shield



Dropped Out ☐
Ftr Destroyed ☐

Jinking

Notes

Ftr #3

Structure Shield



Dropped Out ☐
Ftr Destroyed ☐

Ftr #4

Structure Shield



Dropped Out ☐
Ftr Destroyed ☐

Flight #3

Ftr #1

Structure Shield



Dropped Out ☐
Ftr Destroyed ☐

Initiative

Speed

Thrust Used

Ftr #2

Structure Shield



Dropped Out ☐
Ftr Destroyed ☐

Jinking

Notes

Ftr #3

Structure Shield



Dropped Out ☐
Ftr Destroyed ☐

Ftr #4

Structure Shield



Dropped Out ☐
Ftr Destroyed ☐