



Shadow Medium Fighters

Class: Med. Fighters
In Service: Ancient
Point Value: 150 each
Ramming Factor: 25
Jinking Limit: 8 Levels

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

Fwd/Aft Defense: 7
Stb/Port Defense: 7
Free Thrust: 15
Offensive Bonus: +8
Initiative Bonus: +20

Polarity Cannon
 Number of Guns: 1
 Class: Molecular
 Damage: 2d6+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: 2 per turn
 Note: If it does not fire, it can take 3 shots on the next turn.



Each fighter has one diffuser with 2 tendrils. Each tendril can absorb three hits. One point per fighter can be emptied each turn.

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

Advanced Armor Bio-Drive System Cannot Drop Out

Flight #1

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


Diffusers

Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

The diagram shows a top-down view of a ship's deck. At the top is the 'Flight #2' deck, which contains six 'Ftr' (Fighter) launchers labeled 'Ftr #1' through 'Ftr #6'. Each launcher is represented by a 4x4 grid of squares. Below the launchers are six 'Diffusers', each represented by two vertical rectangles. Below the diffusers is a row of six 'Ftr Destroyed' indicators, each represented by a small square. At the bottom of the diagram is a row of five equipment areas: 'Initiative', 'Speed', 'Thrust Used', 'Jinking', and 'Notes'.

Flight #3



Ftr #1

Ftr #2

Ftr #3

Ftr #4

Ftr #5

Ftr #6

Diffusers

Ftr Destroyed

Initiative

Speed

Thrust Used

Jinking

Notes


Flight #4

The diagram shows a ship icon on the left. To its right are six columns labeled Ftr #1 through Ftr #6. Each column contains a 4x4 grid of squares representing a diffuser. Below each grid are two vertical columns of squares representing ftr destroyed status. The status is as follows:

Ftr #	Diffusers	Ftr Destroyed
Ftr #1	4x4 grid	2x2 grid
Ftr #2	4x4 grid	2x2 grid
Ftr #3	4x4 grid	2x2 grid
Ftr #4	4x4 grid	2x2 grid
Ftr #5	4x4 grid	2x2 grid
Ftr #6	4x4 grid	2x2 grid

Below the diffuser grids are five boxes labeled Initiative, Speed, Thrust Used, Jinking, and Notes.

Flight #5




Diffusers

Ftr Destroyed

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
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Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #6




Diffusers

Ftr Destroyed

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative						
Speed						
Thrust Used						
Jinking						
Notes						

Flight #7



Diffusers
Ftr Destroyed

Ftr #1

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Ftr #2

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Ftr #3

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Ftr #4

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Ftr #5

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Ftr #6

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Flight #8



Diffusers
Ftr Destroyed

Ftr #1

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Ftr #2

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Ftr #3

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Ftr #4

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Ftr #5

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Ftr #6

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Initiative

Speed

Thrust Used

Jinking

Notes