



# Hydran Stinger II Fighters

## SPECS

Class: Med Fighter  
In Service: 2270  
Point Value: 57 each  
Ramming Factor: 14  
Jinking Limit: 8 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: 7  
Stb/Port Defense: 7  
Free Thrust: 9  
Offensive Bonus: +4  
Initiative Bonus: +18

## WEAPON DATA

**Fighter Fusion Beam**  
Number of Guns: 2  
Class: Molecular  
Damage: 1d6+6  
(-1 per hex after 3)  
Maximum Range: 3 hexes  
Range Penalty: -2 per hex  
Intercept Rating: -1 per gun  
Rate of Fire: 1 per 3 turns  
Ammunition: 2 shots available  
*Special: Can fire the fusion beam with two charges, increasing the maximum range to 10 hexes.*

**Stinger Phaser**  
Number of Guns: 2 (Linked)  
Class: Molecular  
Damage: 2d5  
Range Penalty: -2 per hex  
Fire Control: n/a  
Intercept Rating: -1  
Rate of Fire: 1 per turn



## 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

## SPECIAL NOTES

Can fire light and heavy weapons on same turn.  
Not Warp capable.

Flight #1



Dropped Out  
Ftr Destroyed

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

Initiative	Speed	Thrust Used	Jinking	Notes
				FUSION 1 1 1 FUSION 2 2 2

Flight #2



Dropped Out  
Ftr Destroyed

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

Initiative	Speed	Thrust Used	Jinking	Notes
				FUSION 1 1 1 FUSION 2 2 2

Flight #3



Dropped Out  
Ftr Destroyed

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

Initiative	Speed	Thrust Used	Jinking	Notes
				FUSION 1 1 1 FUSION 2 2 2

Flight #4



Dropped Out  
Ftr Destroyed

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

Initiative	Speed	Thrust Used	Jinking	Notes
				FUSION 1 1 1 FUSION 2 2 2

Flight #5



Dropped Out  
Ftr Destroyed

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

Initiative	Speed	Thrust Used	Jinking	Notes
				FUSION 1 1 1 FUSION 2 2 2

Flight #6



Dropped Out  
Ftr Destroyed

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

Initiative	Speed	Thrust Used	Jinking	Notes
				FUSION 1 1 1 FUSION 2 2 2

Flight #7



Dropped Out  
Ftr Destroyed

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

Initiative	Speed	Thrust Used	Jinking	Notes
				FUSION 1 1 1 FUSION 2 2 2

Flight #8



Dropped Out  
Ftr Destroyed

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

Initiative	Speed	Thrust Used	Jinking	Notes
				FUSION 1 1 1 FUSION 2 2 2