

# Light Fighter Tech Level-0

## Specifications

CLASS: Light Fighter  
IN SERVICE: 2100  
POINT VALUE: 12  
RAMMING FACTOR: 5  
JINKING LIMITS: 10

## Maneuvering

TURN COST: 1/3 Speed  
TURN DELAY: 0 Speed  
ACCEL/DECCEL COST: 1  
PIVOT COST: 1  
ROLL COST: 1

## Combat Statistics

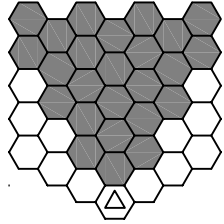
FWD/AFT DEFENSE 6  
PORT DEF: 8  
FREE THRUST: 3  
OFFENSIVE BONUS: +0  
INITIATIVE BONUS: +20

## Basic Particle Beam

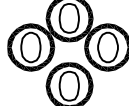
# of Guns: One  
Class: Particle  
Damage: 1D6  
Range Modifier: -3 per Hex  
Fire Control: n/a  
Rate of Fire: 1 per Turn

## SPECIAL NOTES

Non-Atmospheric  
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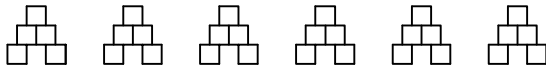
## ARMOR



## FLIGHT LEVEL COMBAT

5 OR MORE ABOVE = 0 HIT  
3 TO 4 ABOVE = 1/6 HIT  
1 TO 2 ABOVE = 1/3 HIT  
0 TO 2 BELOW = 1/2 HIT  
3 TO 4 BELOW = 2/3 HIT  
5 TO 6 BELOW = 5/6 HIT  
7 - BELOW ALL HIT

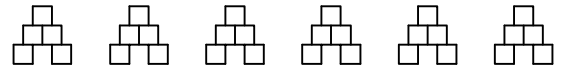
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INITIATIVE	SPEED	Thrust Used	JINKING	NOTES

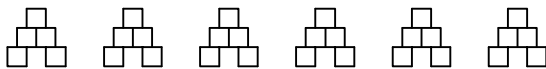
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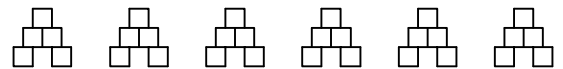
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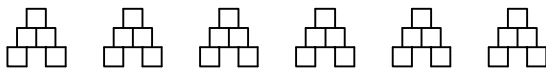
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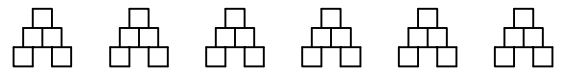
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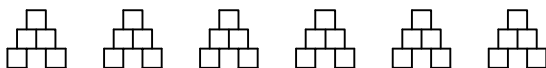
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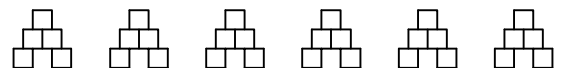
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