

Vinzin Eupelmi Light Fighter

SPECS

Class: Light Fighters
In Service: 2201
Point Value: 32 each
Ramming Factor: 12
Jinking Limit: 10 Lvl

MANEUVERING

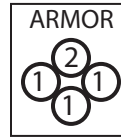
Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 5
Stb/Port Defense: 6
Free Thrust: 10
Offensive Bonus: +4
Initiative Bonus: +20

WEAPON DATA

Ultralight Particle Beam
Number of Guns: 3 (Linked)
Damage: 1d6+1
Range Penalty: -2 per hex
Fire Control: n/a
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

Flight #1



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

Dropped Out ☐
Ftr Destroyed ☐

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



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

Dropped Out ☐
Ftr Destroyed ☐

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



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

Dropped Out ☐
Ftr Destroyed ☐

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



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

Dropped Out ☐
Ftr Destroyed ☐

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



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

Dropped Out ☐
Ftr Destroyed ☐

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



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

Dropped Out ☐
Ftr Destroyed ☐

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



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

Dropped Out ☐
Ftr Destroyed ☐

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



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

Dropped Out ☐
Ftr Destroyed ☐

Initiative	Speed	Thrust Used	Jinking	Notes