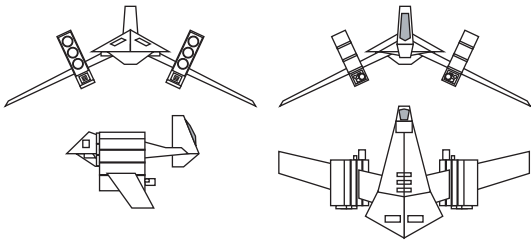


HH Jakleth-Class Fighters



SPECS
 Class: Medium Ftrs
 In Service: 1753
 Point Value: 3 each
 Ramming Factor: 9
 Jinking Limit: 8 Lvls

Version 1.0: 2E/Fate's Turning

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: 8
 Sth/Port Defense: 9
 Free Thrust: 4
 Offensive Bonus: +1
 Initiative Bonus: +18

WEAPON DATA

20mm Cannon
 Number of Guns: 2 (linked)
 Class: Projectile
 Modes: Standard
 Damage: 1d2
 Range Penalty: -3 per hex
 Intercept Rating: -2
 Rate of Fire: 1 per turn

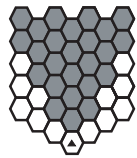
Swarm Missiles
 Cost: 3 (for 3 missiles)
 Class: Ballistic
 Damage: 3
 Launch Range: 4 hexes
 Maximum Range: 12 hexes
 Fire Control: +0/+0/+1
 Intercept Rating: n/a
Note: No inherent DEW

Anti-Ship Bomb
 Cost: 2 each
 Class: Slow Ballistic
 Damage: 5
 Launch Range: 5 hexes
 Maximum Range: 15 hexes
 Fire Control: +1/+0/-
 Intercept Rating: n/a
Note: No inherent DEW

SPECIAL NOTES
 +1 Dropout Penalty
 Non-Atmospheric
 May carry one pod of three missiles *or* one bomb.
 Launch rate is one per turn.

CLASS SPECS
 Number in Class: 900+
 Manufacturer:
BellaCon, Independent Conglomerate Yard, Subee
 Out of Service: 1786

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
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		
Cannon Rounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Munitions: <input type="checkbox"/> <input type="checkbox"/>						

Flight #2

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		
Cannon Rounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Munitions: <input type="checkbox"/> <input type="checkbox"/>						

Flight #3

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		
Cannon Rounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Munitions: <input type="checkbox"/> <input type="checkbox"/>						

Flight #5

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		
Cannon Rounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Munitions: <input type="checkbox"/> <input type="checkbox"/>						

YYYY Refit

Type II Jakleth Class Fighter
 Point Value: 3 each
 Faction: Savaste Empire
 Availability Rating: Common
 1. May carry up to 2 Torps as below. Turn cost is 1/2 while any torpedoes are unfired.

Torpedoes
 Cost: 3 each
 Class: Ballistic
 Damage: 5
 Launch Range: 6 hexes
 Maximum Range: 18 hexes
 Fire Control: +1/+0/-
 Intercept Rating: n/a
Note: No inherent DEW

YYYY Refit

Type IV Jakleth Class Fighter
 Point Value: 4 each
 Faction: Bastion of Etoilae
 Availability Rating: Uncommon
 1. Increase thrust to 6, may not carry ballistics. If any one manoeuvre exceeds 4 thrust, 10% chance per thrust above limit that damage will result. Damage is 1d10 matter to one random fighter.

YYYY Refit

Type V Jakleth Class Fighter
 Point Value: 4 each
 Faction: Bastion of Etoilae
 Availability Rating: Uncommon
 1. Add one 20mm Cannon with facing rear with standard arc. Turret has 6 rounds of fire. May not carry ballistics.

YYYY Refit

Type III Jakleth Class Fighter
 Point Value: 5 each
 Faction: Savaste Empire
 Availability Rating: Common
 1. Replace 20mm cannons with 30mm cannon as below. Reduce ammo to 4 rounds.

30mm Cannon
 Number of Guns: 2 (linked)
 Class: Projectile
 Modes: Standard
 Damage: 1d3
 Range Penalty: -2 per hex
 Intercept Rating: -1
 Rate of Fire: 1 per turn

YYYY Refit

Type VI Jakleth Class Fighter
 Point Value: 7 each
 Faction: Carrafore Federation
 Availability Rating: Uncommon
 1. Replace 20mm cannons with 30mm cannon as above. Reduce ammo to 4 rounds.
 2. Add one 35mm cannon as below. Carries 3 rounds of ammo. Fighter may not use ballistic weapons.

35mm Cannon
 Number of Guns: 1
 Class: Projectile
 Modes: Standard
 Damage: 1d3+1
 Range Penalty: -2 per hex
 Intercept Rating: -1
 Rate of Fire: 1 per turn

Flight #4

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		
Cannon Rounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Munitions: <input type="checkbox"/> <input type="checkbox"/>						

Flight #6

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		
Cannon Rounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Munitions: <input type="checkbox"/> <input type="checkbox"/>						