eder-Class Fighters

SPECS

Class: Heavy Fighters In Service: ???? Point Value: ?? each Ramming Factor: 12

Jinking Limit: 6 Lvls

MANEUVERING

Roll Cost: 1 Thrust

Initiative

Speed

Turn Cost: 1/2 Speed Turn Delay: 1/4 Speed Accel/Decel Cost: 1 Thrust Pivot Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 6 Stb/Port Defense: 8 Free Thrust: 6 Offensive Bonus: +2 Initiative Bonus: +16

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 Hit5-6 below = 5/6 Hit

7 or more below = All Hit



WEAPON DATA

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

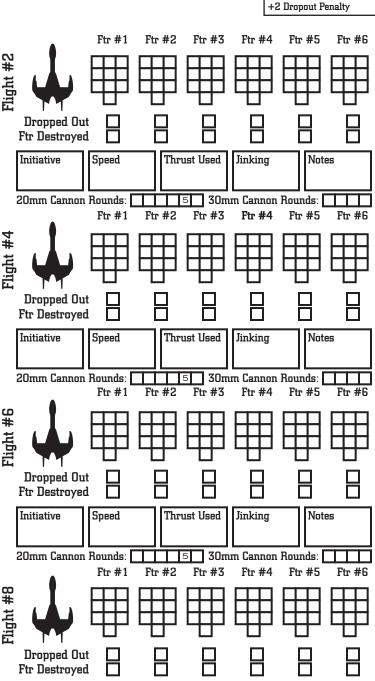
20mm Cannon

Number of Guns: 2 (Linked) Class: Projectile Modes: Stándard Damage: 1d2
Range Penalty: -3 per hex
Intercept Rating: -2 Rate of Fire: 1 per turn

SPECIAL NOTES



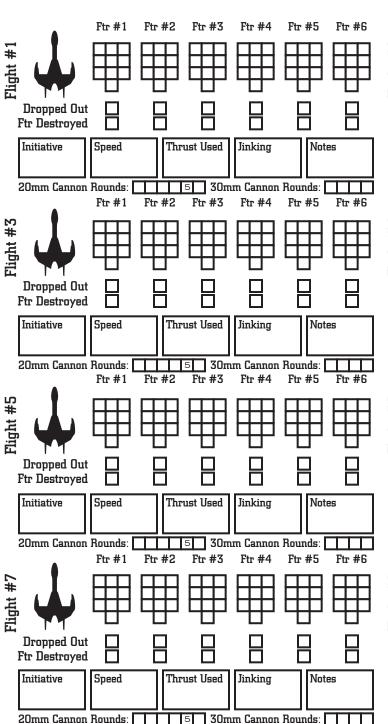




Thrust Used

20mm Cannon Rounds: 5 30mm Cannon Rounds:

Jinking



Notes