Tolkıd Sa'Torra Strike Fighters



2ND EDITION

SPECS

Class: Medium Ftrs In Service: 1506 Point Value: 12 each Ramming Factor: 15 Jinking Limit: 8 Lvls

Rockets:

Ammunition: 5

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 6 Stb/Port Defense: 7 Free Thrust: 8 Offensive Bonus: +2 Initiative Bonus: +18

WEAPON DATA

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

Anti-Ship Rockets

Cost: 2 points each
Class: Ballistic (Torpedo)
Modes: Standard
Damage: 5
Maximum Range: 6 hexes
Fire Control: +1/-1/-4
Intercept Rating: n/a

Designed by Paul Brown

SPECIAL NOTES

+2 to Dropout Roll Can carry 2 Rockets Launch Rate 1 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



