

Invid ligaa Light Aerospace Mecha

SPECS

Class: Ultralight Ftrs In Service: 2023 Point Value: 6 each Ramming Factor: 7 Jinking Limit: None

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: 5 Free Thrust: 7

Offensive Bonus: +2 (+4) Initiative Bonus: +15

2ND FDITTON WEAPONS

ILG-1 Plasma Beams Number of Guns: 1

Class: Plasma
Damage: 1d6+1
(-1 per 2 hexes)
Range Penalty: -2 per hex
Fire Control: n/a Intercept Rating: -1
Rate of Fire: 1 per turn
Fighter Cost: 18 points each

ILG-3 Plasma Beams Number of Guns: 1 Class: Plasma

Damage: 1d6+2 (-1 per 2 hexes) Range Penalty: -2 per hex Fire Control: n/a Intercept Rating: -1 Rate of Fire: 1 per turn Fighter Cost: 21 points each

SPECIAL NOTES

-4 Dropout Bonus -4 Skindancing Bonus Off Bonus in parenthesis is used only against units powered by protoculture Walker Unit





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

