

RDF Lancer II Space Fighter



SPECS

Class: Med Fighters
 In Service: 2008
 Point Value: 34 each
 Ramming Factor: 14
 Jinking Limit: 8 Lvl

MANEUVERING

Turn Cost: 1/2 Speed
 Turn Delay: 1/3 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 5
 Stb/Port Defense: 7
 Free Thrust: 12
 Offensive Bonus: +2
 Initiative Bonus: +18

WEAPONS

ElectroMag Cannons
 Number of Guns: 1
 Class: Plasma
 Damage: 1d6+4
 (no damage degradation)
 Range Penalty: -3 per 2 hexes
 Fire Control: +0/+0/+2
 Intercept Rating: -1
 Rate of Fire: 1 per turn

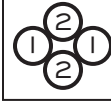
AMM-1 Stiletto
 Class: Ballistic
 Damage: 1d10+5
 Max Launch Range: 14 hexes
 Fire Control: +0/+0/+0
 Loadout: 4 missiles
 Cost: 10 points each

SPECIAL NOTES

Can launch up to 2 missiles per round.
 +1 Dropout Penalty
 Navigators Not Available



ARMOR



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	Flight #2		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6				
	Dropped Out	<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"/>	<input type="checkbox"/>			
Flight #3		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6	Flight #4		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6				
	Dropped Out	<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"/>	<input type="checkbox"/>			
Flight #5		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6	Flight #6		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6				
	Dropped Out	<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"/>	<input type="checkbox"/>			
Flight #7		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6	Flight #8		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6				
	Dropped Out	<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"/>	<input type="checkbox"/>			
Initiative		Speed		Thrust Used		Jinking		Initiative		Speed		Thrust Used		Jinking		Notes			
Cannon Rounds:		Stiletto Missiles:		Cannon Rounds:		Stiletto Missiles:		Cannon Rounds:		Stiletto Missiles:		Cannon Rounds:		Stiletto Missiles:		Cannon Rounds:		Stiletto Missiles:	