

Version 1/2E

RDF Lightning Veritech Fighters



SPECS

Class: Med Fighters
In Service: 2014
Point Value: 88 each
Ramming Factor: 20
Jinking Limit: 8 Lvl

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: 7
Stb/Port Defense: 7
Free Thrust: 14
Offensive Bonus: +4
Initiative Bonus: +18

WEAPONS

EP-4 Particle Cannon
Number of Guns: 2 (linked)
Class: Particle
Damage: 1d6+5
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -2
Rate of Fire: 1 per turn

Guardian Mode
Max Turning Thrust: 8
Fwd/Aft Defense: 8
Std/Port Defense: 7
-2 Skindancing Bonus
+1 Jinking Bonus
Primary Wpn Arc:



Battloid Mode
Max Turning Thrust: 4
Fwd/Aft Defense: 8
Std/Port Defense: 7
-4 Skindancing Bonus
+2 Jinking Bonus
Combat Pivots: 1 Thrust
Primary Wpn Arc:



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

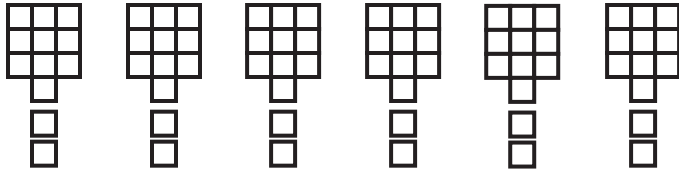
VF-4D Upgrade Weapons:
ISD: 2032

EP-13B1 Particle Guns
Number of Guns: 2 (linked)
Class: Particle
Damage: 1d10+3
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -2
Rate of Fire: 1 per turn
Base Fighter Cost: 96 points
Increase Off Bonus to +5

Flight #1



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Flight Transformation Status:

Fighter Mode:

Guardian Mode:

Battloid Mode:

Initiative

Speed

Thrust Used

Jinking

Notes

Firebirds:

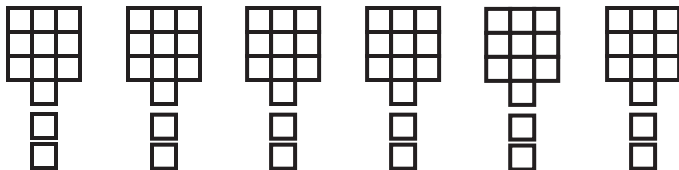
Diamondbacks:

Hammerheads:

Flight #2



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Flight Transformation Status:

Fighter Mode:

Guardian Mode:

Battloid Mode:

Initiative

Speed

Thrust Used

Jinking

Notes

Firebirds:

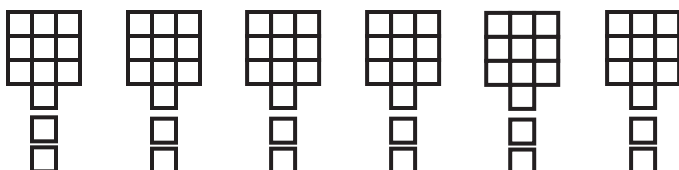
Diamondbacks:

Hammerheads:

Flight #3



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Flight Transformation Status:

Fighter Mode:

Guardian Mode:

Battloid Mode:

Initiative

Speed

Thrust Used

Jinking

Notes

Firebirds:

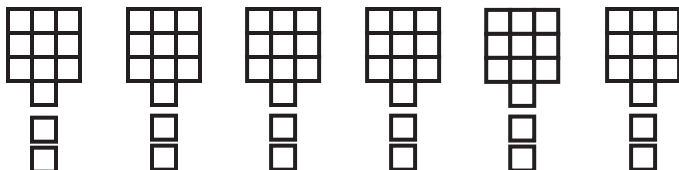
Diamondbacks:

Hammerheads:

Flight #4



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Flight Transformation Status:

Fighter Mode:

Guardian Mode:

Battloid Mode:

Initiative

Speed

Thrust Used

Jinking

Notes

Firebirds:

Diamondbacks:

Hammerheads:

MISSILE LOADOUTS

Firebird Missile
Class: Ballistic
Damage: 20
Max Launch Range: 25 hexes
Fire Control: +0/+0/--
Loadout: 2 missiles each
Cost: 20 points each
Restricted Deployment 10%

Diamondback Missile
Class: Ballistic
Damage: 2d6+2
Max Launch Range: 15 hexes
Fire Control: +0/+0/+0
Loadout: 6 missiles
Cost: 12 points each

Hammerhead Missile
Class: Ballistic
Damage: 1d6+4
Max Launch Range: 8 hexes
Fire Control: +0/+0/+0
Loadout: 8 missiles
Cost: 6 points each

SPECIAL NOTES

Can fire one primary weapon and up to 2 missiles per turn. May switch modes during power allocation segment of turn. No navigators allowed.