

E'chekri Rol'sa Light Fighters

MANEUVERING

Turn Cost: 1/3 Speed

Pivot Cost: 1 Thrust

Roll Cost: 1 Thrust

Turn Delay: 0

COMBAT STATS

Fwd/Aft Defense: 7 Stb/Port Defense: 5 Accel/Decel Cost: 1 Thrust Free Thrust: 11

Offensive Bonus: +4 Initiative Bonus: +20



Ultralight Particle Beam Number of Guns: 2 (Linked) Damage: 1d6+1 Range Penalty: -2 per hex Fire Control: n/a Intercept Rating: -1 Rate of Fire: 1 per turn



Class: Light Fighters

Point Value: 27 each

Ramming Factor: 12

Jinking Limit: 10 Lvls

In Service: 1796





