

TLE Line Fighters

SPECS

Class: Light Fighters
In Service: ALTAIAGFFA
Point Value: 18 each
Ramming Factor: 8
Jinking Limit: 10 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: 5
Stb/Port Defense: 6
Free Thrust: 10
Offensive Bonus: +3
Initiative Bonus: +20

WEAPON DATA

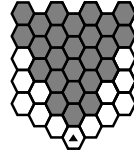
Dual Lt Laser Cannons
Number of Guns: 1
Class: Laser
Damage: 1d6+2 [+0*]
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -2
Rate of Fire: 1 per turn
**Special: bracketed damage is used in consecutive turns of weapons fire unless negated.*

POWER RULES

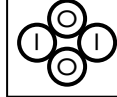
Extra power may be directed towards either weapons, shields or engines during the power allocation segment. The various effects are as follows:

Weapons: Ignore the reduced damage due to consecutive turns of weapons fire.

Engines: +2 thrust



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