



Hydran Stinger I Fighters

SPECS

Class: Med Fighter
In Service: 2224
Point Value: 45 each
Ramming Factor: 16
Jinking Limit: 8 Lvl

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 0
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 7
Stb/Port Defense: 7
Free Thrust: 7
Offensive Bonus: +3
Initiative Bonus: +18

WEAPON DATA

Light Fusion Beam
Number of Guns: 2
Class: Molecular
Damage: 1d6+6
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -1
Rate of Fire: 1 per 3 turns
Ammunition: 4 per fighter
Note: Can fire the weapon double charged, scoring 2d6+9 damage and consuming two ammo.

Light Phaser Beam
Number of Guns: 1
Class: Molecular
Damage: 1d6+1
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -1
Rate of Fire: 1 per turn



ARMOR



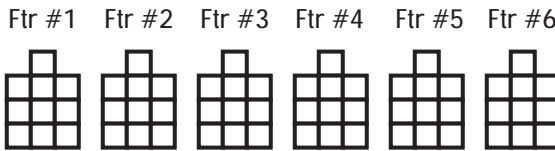
Flight Level Combat

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

SPECIAL NOTES

Can fire light and heavy weapons on same turn.
Armor shown includes shielding. If this is deactivated, reduce all armor by 1 and increase thrust by 2.
Not Warp capable.

Flight #1

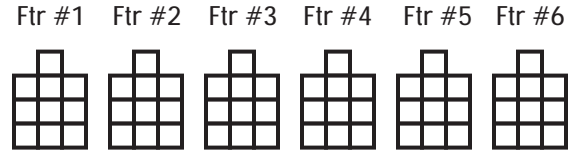


Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3

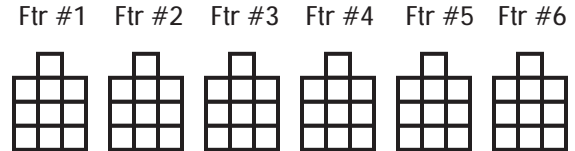


Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4

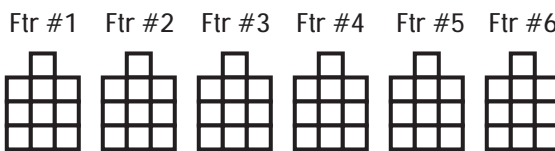


Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5

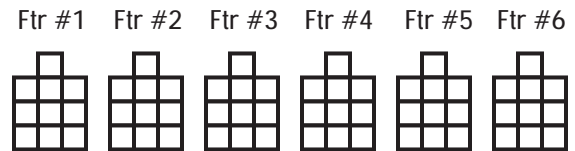


Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6

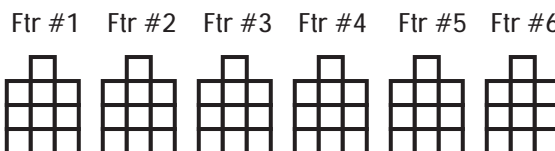


Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7

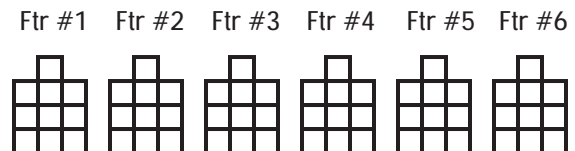


Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes