

### Hapan Miy'Til Light Fighters

### **SPECS**

Class: Light Fighters In Service: --Point Value: 36 each

Ramming Factor: 11 Jinking Limit: 10 Lvls

### **MANEUVERING**

Turn Cost: 1/3 Speed Turn Delay: 0

Accel/Decel Cost: 1 Thrust Pivot Cost: N/A **Roll Cost: 1 Thrust** 

### **COMBAT STATS**

Fwd/Aft Defense: 5 Stb/Port Defense: 7 Free Thrust: 14 Offensive Bonus: +3

## **WEAPON DATA**

WEAT ON DATA Light Laser Cannon Number of Guns: 2 (linked) Class: Laser Damage: 146+2 Range Penalty: -2 per hex Fire Control: n/a Rate of Fire: Once per turn

### SPECIAL NOTES

Atmospheric Can carry 6 concussion missiles, Launch rate 1 per turn Deflector Shield: At the beginning of each turn, deflector shields may be angled, transferring 1 point of shields from t he opposite facing

# SHIELD



### Flight Level Combat

Initiative Bonus: +20

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 Hit7 or more below = All Hit

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

#### **Concussion Missile Cost: 4 Combat Points**

Class: Ballistic Damage: 12 Max Range: 3 Hexes Fire Control: +4/+2/+0

Flight #1		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6	Flight #9
	Dropped Out tr Destroyed		8				8	
	Initiative	Speed	Thr	ust Used	Jinking	Not	es	
Flight #3		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6	T.1: -1.4 14.4
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	Initiative	Speed	Thi	rust Used	Jinking	No	tes	
Flight #5		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6	
I	Dropped Ou tr Destroyed	t 📙						
	Initiative	Speed		rust Used		No		
Flight #7		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6	Flight #9
F	Dropped Out tr Destroyed							
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	Initiative	Speed	Thrus	t Used .	Jinking	Notes	
Flight #/		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
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Flight #6		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
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# # # Z		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	Dropped 0 Ftr Destroy			$\Box$			
	Initiative	Speed	Thrus	t Used .	Jinking	Notes	