



G1-M4C Dunelizard Light Fighters

SPECS

Class: Light Fighter
In Service: 0 ANH
Point Value: 30 each
Ramming Factor: 12
Jinking: 10 Levels

MANEUVERING

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

COMBAT STATS

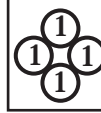
Fwd/Aft Defense: 6
Stb/Port Defense: 8
Free Thrust: 11
Offensive Bonus: +3
Initiative Bonus: +20

SPECIAL NOTES

Atmospheric.
May carry up to 4
concussion missiles.
Launch rate 1 per turn.



SHIELD



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

WEAPON DATA

Ultralight Laser Cannon
Number of Guns: 2 (linked)
Class: Turbolaser
Damage: 1d6+2
Range Penalty: -2 per hex
Intercept: -1
Rate of Fire: Once per turn

Concussion Missile
Cost: 5 Combat Points
Class: Ballistic
Damage: 12
Max Range: 4 Hexes
Fire Control: +4/+2/+0
Intercept Rating: n/a

Flight #1



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes