

Raider Reclum-D Light Fighters

SPECS

Class: Light Fighter
In Service: 1957
Point Value: 20 each
Ramming Factor: 11
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: 6
Stb/Port Defense: 6
Free Thrust: 10
Offensive Bonus: +3
Initiative Bonus: +20

WEAPON DATA

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

Basic Fighter Missile

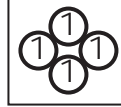
Cost: 8 Combat Points
Class: Ballistic
Damage: 10
Max Range: 10 hexes
Fire Control: n/a
Intercept Rating: n/a

SPECIAL NOTES

Can carry 2 missiles
Launch rate 1 per turn



ARMOR



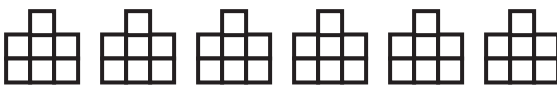
Flight Level Combat

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

Flight #1



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



Dropped Out
Ftr Destroyed

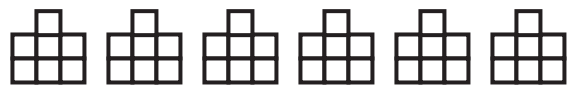


Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



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



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



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



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



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



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



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



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



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



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



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



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



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



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes