

Craytan Tiron Fighters

SPECS

Class: Med. Fighters
In Service: 2104
Point Value: 28 each
Ramming Factor: 16
Jinking Limit: 8 Levels

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: 8
Stb/Port Defense: 9
Free Thrust: 11
Offensive Bonus: +3
Initiative Bonus: +18

WEAPON DATA

30mm Cannon
Number of Guns: 2
Class: Bil-Pro
Damage: 1d6+1
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: 1 per turn

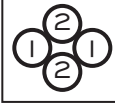
Light Particle Gun
Number of Guns: 2 (Linked)
Class: Particle
Damage: 1d6+2
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: 1 per turn

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



ARMOR



Tiron Refit (No Shot Limit)

Thrust: 10
Weapon: 2 Lt Part Gun (linked)
1 Plasma Bomb
+8 points, -4 thrust
(before bomb launched)
Available: 2121
Cost: 30 each

Flight #1



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

Dropped Out
Ftr Destroyed

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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



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

Dropped Out
Ftr Destroyed

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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



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

Dropped Out
Ftr Destroyed

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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



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

Dropped Out
Ftr Destroyed

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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



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

Dropped Out
Ftr Destroyed

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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



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

Dropped Out
Ftr Destroyed

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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



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

Dropped Out
Ftr Destroyed

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Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



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

Dropped Out
Ftr Destroyed

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Initiative	Speed	Thrust Used	Jinking	Notes