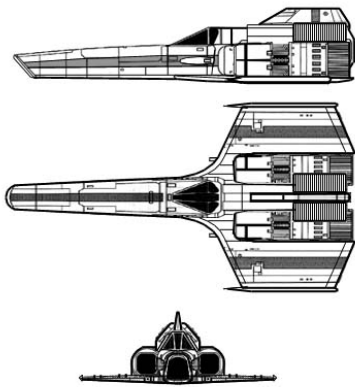


NAME:

COUNTER:



# COLONIAL 6TH MILLENNIUM (MEDIUM FIGHTER)

**SPECS**  
 CLASS: MEDIUM FIGHTER  
 IN SERVICE: 1894  
 POINT VALUE: 28 EACH  
 RAMMING FACTOR: 16  
 JINKING LIMIT: 6 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: 6  
 FREE THRUST: 10 (+2)  
 OFFENSIVE BONUS: +4  
 INITIATIVE BONUS: +16

**WEAPON DATA**  
 LIGHT TURBOBLASTER  
 NUMBER OF GUNS: 2 (LINKED)  
 CLASS: LASER  
 DAMAGE: 1D6+1  
 RANGE PENALTY: -2 PER HEX  
 FIRE CONTROL: N/A  
 RATE OF FIRE: ONCE PER TURN

**SPECIAL NOTES:**  
 +2 THRUST MAY ONLY BE USED FOR ACCEL/DECEL (TURBO/BRAKING FLAPS)

ATMOSPHERIC



**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

TARGET	<b>FLIGHT #1</b> 	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
To-HIT		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		DROPPED OUT					
		FTR DESTROYED					
		INITIATIVE	SPEED	THRUST USED	JINKING	NOTES	

TARGET	<b>FLIGHT #5</b> 	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
To-HIT		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		DROPPED OUT					
		FTR DESTROYED					
		INITIATIVE	SPEED	THRUST USED	JINKING	NOTES	

TARGET	<b>FLIGHT #2</b> 	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
To-HIT		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		DROPPED OUT					
		FTR DESTROYED					
		INITIATIVE	SPEED	THRUST USED	JINKING	NOTES	

TARGET	<b>FLIGHT #6</b> 	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
To-HIT		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		DROPPED OUT					
		FTR DESTROYED					
		INITIATIVE	SPEED	THRUST USED	JINKING	NOTES	

TARGET	<b>FLIGHT #3</b> 	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
To-HIT		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		DROPPED OUT					
		FTR DESTROYED					
		INITIATIVE	SPEED	THRUST USED	JINKING	NOTES	

TARGET	<b>FLIGHT #7</b> 	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
To-HIT		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		DROPPED OUT					
		FTR DESTROYED					
		INITIATIVE	SPEED	THRUST USED	JINKING	NOTES	

TARGET	<b>FLIGHT #4</b> 	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
To-HIT		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		DROPPED OUT					
		FTR DESTROYED					
		INITIATIVE	SPEED	THRUST USED	JINKING	NOTES	

TARGET	<b>FLIGHT #8</b> 	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
To-HIT		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		DROPPED OUT					
		FTR DESTROYED					
		INITIATIVE	SPEED	THRUST USED	JINKING	NOTES	