

NAME:

COUNTER:

# COLONIAL VIPER (2-SEAT VARIANT)

**SPECS**  
 CLASS: MEDIUM FIGHTER  
 IN SERVICE: 1955  
 POINT VALUE: 50 EACH  
 RAMMING FACTOR: 23  
 JINKING LIMIT: 8 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: 7  
 FREE THRUST: 12 (+4)  
 OFFENSIVE BONUS: +6  
 INITIATIVE BONUS: +18

**WEAPON DATA**

**TURBOLASER**  
 NUMBER OF GUNS: 2 (LINKED)  
 CLASS: LASER  
 DAMAGE: 1d6+4  
 RANGE PENALTY: -2 PER HEX  
 FIRE CONTROL: N/A  
 RATE OF FIRE: ONCE PER TURN

**BASIC FIGHTER MISSILE**  
 COST: 8 COMBAT POINTS  
 CLASS: BALLISTIC  
 DAMAGE: 10  
 MAX RANGE: 6 HEXES  
 FIRE CONTROL: N/A  
 INTERCEPT RATING: N/A

**METRON BOMB**  
 COST: 10 COMBAT POINTS  
 CLASS: BALLISTIC  
 DAMAGE: 20  
 MAX RANGE: 0 HEXES  
 FIRE CONTROL: N/A  
 SPECIAL: UNGUIDED WEAPON; IGNORES DEW AND OB. IF NOT JINKING, MAY MAKE CALLED SHOT ON EXTERNAL SYSTEM AT -8

**SPECIAL NOTES:**  
 CAN CARRY 4 MISSILES OR BOMBS  
 LAUNCH RATE: 2 PER TURN  
 +4 THRUST MAY ONLY BE USED FOR ACCEL/DECEL (TURBO/BRAKING FLAPS)  
 ATMOSPHERIC



**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

**OPTIONAL NAVIGATOR:**  
 COST: 10 COMBAT POINTS  
 INITIATIVE BONUS: +1  
 MISSILE GUIDANCE ABILITY



**HISTORICAL DEVELOPMENT**

DATE	POINT VALUE	THRUST	OB	INITIATIVE	MISSILES	ARMOR	GUNS
1955	45	12 (+3)	+5	+18	4 - 1/TURN	2/1/2	1d6+3
1967	47	12 (+4)	+5	+18	4 - 2/TURN	2/2/2	1d6+4
1977	50	12 (+4)	+6	+18	4 - 2/TURN	2/2/2	1d6+4

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