



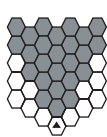
COLONIAL VIPER (MEDIUM FIGHTER)

SPECS
 CLASS: MEDIUM FIGHTER
 IN SERVICE: 1938
 POINT VALUE: 50 EACH
 RAMMING FACTOR: 23
 JINKING LIMIT: 8 LEVELS

MANEUVERING
 TURN COST: 1/3 SPEED
 TURN DELAY: 0
 ACCEL/DECCEL 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

SPECIAL NOTES:
 CAN CARRY 4 MISSILES OR BOMBS
 LAUNCH RATE: 2 PER TURN
 +4 THRUST MAY ONLY BE
 USED FOR ACCEL/DECCEL
 (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

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
 INTERCEPT RATING: N/A
 SPECIAL: UNGUIDED WEAPON:
 IGNORES DEW AND OB. IF NOT
 JINKING. MAY MAKE CALLED SHOT
 ON EXTERNAL SYSTEM AT -8

HISTORICAL DEVELOPMENT

DATE	POINT VALUE	THRUST	OB	INITIATIVE	MISSILES	ARMOR	GUNS
1838	33	10 (+2)	+4	+17	NONE	2/1/1	1d6+2
1863	35	10 (+2)	+5	+17	2-1/TURN	2/1/1	1d6+2
1882	37	11 (+2)	+5	+17	2-1/TURN	2/1/1	1d6+2
1920	40	12 (+2)	+5	+17	2-1/TURN	2/1/2	1d6+3
1942	43	12 (+2)	+5	+18	2-1/TURN	2/1/2	1d6+3
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	FLIGHT #1 			
To-HIT				
FTR DESTROYED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES

TARGET	FLIGHT #2 			
To-HIT				
FTR DESTROYED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES

TARGET	FLIGHT #3 			
To-HIT				
FTR DESTROYED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES

TARGET	FLIGHT #4 			
To-HIT				
FTR DESTROYED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES

TARGET	FLIGHT #5 			
To-HIT				
FTR DESTROYED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES

TARGET	FLIGHT #6 			
To-HIT				
FTR DESTROYED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES

TARGET	FLIGHT #7 			
To-HIT				
FTR DESTROYED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES

TARGET	FLIGHT #8 			
To-HIT				
FTR DESTROYED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES