

NAME:

COUNTER:

# WN WOLVERINE (LIGHT FIGHTER)

**SPECS**  
 CLASS: LIGHT FIGHTER  
 IN SERVICE: 1974  
 POINT VALUE: 22 EACH  
 RAMMING FACTOR: 12  
 JINKING LIMIT: 6 LEVELS

**SPECIAL NOTES:**  
 CAN CARRY 2 MISSILES  
 LAUNCH RATE: 1 PER TURN

ATMOSPHERIC

**MANEUVERING**  
 TURN COST: 1/3 SPEED  
 TURN DELAY: 0  
 ACCEL/DECAL COST: 1 THRUST  
 PIVOT COST: 1 THRUST  
 ROLL COST: 1 THRUST



**COMBAT STATS**  
 FWD/AFT DEFENSE: 7  
 STB/PORT DEFENSE: 7  
 FREE THRUST: 9  
 OFFENSIVE BONUS: +7  
 INITIATIVE BONUS: +18

**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**

**MACHINE GUN**  
 NUMBER OF GUNS: 2 (LINKED)  
 CLASS: PARTICLE  
 DAMAGE: 1d6  
 RANGE PENALTY: -3 PER HEX  
 FIRE CONTROL: N/A  
 RATE OF FIRE: ONCE PER TURN

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

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 #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 #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 #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 #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 #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 #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 #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	