



Star League Gunstar Fighter (Mk I)

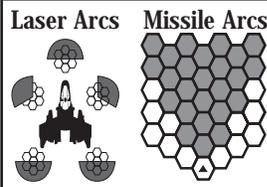
SPECS
 Class: Super-Heavy Ftr
 In Service: 1980
 Point Value: **130** each
 Ramming Value: 40
 Jinking Limit: 4 Levels

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: 10
 Free Thrust: 12
 Offensive Bonus: +6
 Initiative Bonus: +14

WEAPON DATA
 Death Blossom (Mk II)
 Class: Proximity
 Mode: Flash
 Damage: 30/10
 Range: 0
Special: Targeted on firing unit's hex. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See rules. Firing unit automatically drops out at end of turn.

SPECIAL NOTES
 Can carry 12 missiles, and fire a maximum of 4 missiles per turn at the same or different targets. Includes Navigator. Locked-onto as individual units.



Laser Blaster
 Number of Guns: 5 (Unlinked)
 Class: Laser
 Damage: 2d6+4
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn
 Intercept Rating: n/a

Mk II Gunstar (1984)
 Point Value: 145
 As per Mk I with the addition of Death Blossom Weapon.

Flight Level Combat
 Do not use flight level combat for this unit.

ARMOR



<p>Fighter #1</p> <p>Missiles </p> <p>Dropped Out <input type="checkbox"/> Ftr Destroyed <input type="checkbox"/></p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #2</p> <p>Missiles </p> <p>Dropped Out <input type="checkbox"/> Ftr Destroyed <input type="checkbox"/></p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #3</p> <p>Missiles </p> <p>Dropped Out <input type="checkbox"/> Ftr Destroyed <input type="checkbox"/></p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #4</p> <p>Missiles </p> <p>Dropped Out <input type="checkbox"/> Ftr Destroyed <input type="checkbox"/></p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking
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<p>Fighter #5</p> <p>Missiles </p> <p>Dropped Out <input type="checkbox"/> Ftr Destroyed <input type="checkbox"/></p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #6</p> <p>Missiles </p> <p>Dropped Out <input type="checkbox"/> Ftr Destroyed <input type="checkbox"/></p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #7</p> <p>Missiles </p> <p>Dropped Out <input type="checkbox"/> Ftr Destroyed <input type="checkbox"/></p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #8</p> <p>Missiles </p> <p>Dropped Out <input type="checkbox"/> Ftr Destroyed <input type="checkbox"/></p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking
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<p>Fighter #9</p> <p>Missiles </p> <p>Dropped Out <input type="checkbox"/> Ftr Destroyed <input type="checkbox"/></p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #10</p> <p>Missiles </p> <p>Dropped Out <input type="checkbox"/> Ftr Destroyed <input type="checkbox"/></p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #11</p> <p>Missiles </p> <p>Dropped Out <input type="checkbox"/> Ftr Destroyed <input type="checkbox"/></p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #12</p> <p>Missiles </p> <p>Dropped Out <input type="checkbox"/> Ftr Destroyed <input type="checkbox"/></p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking
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