

Drakh Quin'Tep Strike Fighter

SPECS

Class: Heavy Fighter
In Service: 2250
Point Value: 100???
Raming Factor: 25
Jinking Limit: 6

MANEUVERING

Turn Cost: 1/3 x Speed
Turn Dealy: 0
Accel/Decel Cost: 1
Pivot Cost: 1
Roll Cost: 1

COMBAT STATS

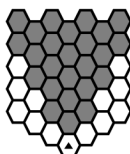
Fwd/Aft Defense: 7 (6)
Stb/Port Defense: 8 (7)
Free Thrust: 14
Offensive Bonus: +6
Initiative Bonus: +16

WEAPON DATA

Light Disruption Gun
Number of Guns: 1
Class: Molecular
Damage 2d6+7
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: 1 per turn
Special: Ignores first 2 levels of armor.

SPECIAL NOTES:

Biotech Plating Level: 1
Scrambler Level: 1



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

Flight #	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Flight #1						
	Dropped Out					
	Ftr Destroyed					
Initiative	Speed	Thrust Used	Jinking	Notes		
Flight #2						
	Dropped Out					
	Ftr Destroyed					
Initiative	Speed	Thrust Used	Jinking	Notes		
Flight #3						
	Dropped Out					
	Ftr Destroyed					
Initiative	Speed	Thrust Used	Jinking	Notes		
Flight #4						
	Dropped Out					
	Ftr Destroyed					
Initiative	Speed	Thrust Used	Jinking	Notes		
Flight #5						
	Dropped Out					
	Ftr Destroyed					
Initiative	Speed	Thrust Used	Jinking	Notes		
Flight #6						
	Dropped Out					
	Ftr Destroyed					
Initiative	Speed	Thrust Used	Jinking	Notes		
Flight #7						
	Dropped Out					
	Ftr Destroyed					
Initiative	Speed	Thrust Used	Jinking	Notes		
Flight #8						
	Dropped Out					
	Ftr Destroyed					
Initiative	Speed	Thrust Used	Jinking	Notes		