

Kirishiac Warrior Projectiles

SPECS

Class: Heavy Fighter
In Service: Ancient
Point Value: 160 each
Ramming Factor: 40
Jinking Limit: 6 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: 8
Free Thrust: 14
Offensive Bonus: +7
Initiative Bonus: +18

WEAPON DATA

Glancing Ram
Number of Guns: 0 (self)
Class: Matter
Damage: 1d10
Maximum Range: 0 hexes
Fire Control: n/a
Rate of Fire: 1 per turn
Alternate Fire: Direct Ram:
Does amount of Matter-Class damage equal to undestroyed structure boxes. If target location is not destroyed, Warrior receives damage equal to double the location's armor value, and tests for dropout at +4. (see rules)

SPECIAL NOTES

Hardened Advanced Armor
Affected by Gravitic Augmenter
Gravitic Drive
Attacks by Ramming
(see rules)

ARMOR



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