

Narn M'Kar class Strike Bomber

SPECS
 Class: Heavy Fighters
 In Service: 2258
 Point Value:
 Ramming Factor:
 Jinking Limit: 6 Levels

MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 1/3 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

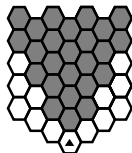
COMBAT STATS
 Fwd/Aft Defense: 8
 Stb/Port Defense: 10
 Free Thrust: 7
 Offensive Bonus: +5
 Initiative Bonus: +16

WEAPON DATA
 Paired Particle Gun
 Number of Guns: 3 (Linked)
 Damage: 1d6+5
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn

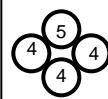
 Light Ion Torpedo
 Class: Ballistic
 Damage: 10
 Max Range: 20 hexes
 Fire Control: N/A
 Rate of Fire: 2 per turn
 Ammunition: 8 per fighter
 Cost: 8 points each

OPTIONAL NAVIGATOR

Cost: 10 Combat Points
 Initiative bonus: +1
 Missile Guidance Ability



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 #1

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #2

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #3

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #4

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #5

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #6

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #7

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #8

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes	