



M22T Krayt Heavy Fighters

SPECS
 Class: Medium Ftr
 In Service:
 Point Value: 55 each
 Ramming Factor: 21
 Jinking: 6 Levels

MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Dec Cost: 1 Thrust
 Pivot Cost: n/a
 Roll Cost: 1 Thrust

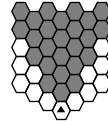
COMBAT STATS
 Fwd/Aft Defense: 7
 Sth/Port Defense: 9
 Free Thrust: 10
 Offensive Bonus: +4
 Initiative Bonus: +16

SPECIAL NOTES

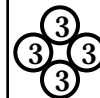
Atmospheric, Hyperdrive
 Can carry 5 proton torpedoes or concussion missiles, launch rate 1/turn
 Deflector Shield: At the beginning of each turn, 1 point of forward or aft armor may be transferred to the opposite end for the following turn

Optional Navigator
 Cost: 10 Combat Points
 Initiative Bonus +1, with
 Ion Cannon fires 360 degree

Concussion Missile
 Cost: 4 Combat Points
 Class: Ballistic
 Damage: 12
 Max Range: 3 Hexes
 Fire Control: +4/+2/+0



SHIELD



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

Laser Cannon
 Number of Guns: 2 (Linked)
 Class: Laser
 Damage: 1d6+4
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn

Twin Lt Ion Cannon
 Class: Ion
 Mode: Standard
 Damage: 1/+4/d8
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn

Proton Torpedo
 Cost: 5 Combat Points
 Class: Ballistic
 Damage: 10
 Max Range: 5 Hexes
 Fire Control: +3/+3/+3
 Intercept Rating: n/a

Flight #1

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out Ftr Destroyed

Flight #2

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out Ftr Destroyed

Initiative Speed Thrust Use Jinking Notes

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