

Wraith Dart Fighter

SPECS

Class: Light Fighter
In Service: Ancient
Point Value: 36 each
Ramming Factor: 13
Jink Limit: 10 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: 5
Stb/Port Defense: 7
Free Thrust: 13
Offensive Bonus: +4
Initiative Bonus: +20

Ultralight Fusion Gun

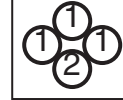
Number of Guns: 2 (linked)
Class: Molecular
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -1
Rate of Fire: Once per turn

SPECIAL NOTES

Gravitic drive
Integral DHD
Transporter T1
Transporter Buffer (2)



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

Wraith Transporter

Class: EM
Mode: special
Damage: special (1 marine)
Range Pen: -3 per hex
Fire Control: +5/+4/+3
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special Notes: Can transport characters, marine units, and populace. See Rules.

		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								Dropped Out						
	Ftr Destroyed								Ftr Destroyed						
		Initiative	Speed	Thrust Used	Jinking	Notes				Initiative	Speed	Thrust Used	Jinking	Notes	
Flight #1								Flight #2							
	Dropped Out								Dropped Out						
	Ftr Destroyed								Ftr Destroyed						
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	Ftr Destroyed								Ftr Destroyed						
		Initiative	Speed	Thrust Used	Jinking	Notes				Initiative	Speed	Thrust Used	Jinking	Notes	