



# Kilrathi Drakhri Medium Fighters



## SPECS

Class: Heavy Fighter  
In Service: 2660s?  
Point Value: 45 each  
Ramming Factor: 13  
Jinking Limit: 8 Lvs

## 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: 7  
Stby/Port Defense: 8  
Free Thrust: 9  
Offensive Bonus: +4  
Initiative Bonus: +18

## WEAPON DATA

Laser Cannon Mk. 1  
Number of Guns: 3 (Linked)  
Class: Laser  
Damage: 1d6+1  
Range Penalty: -2 per hex  
Battery Requirement: 1 each  
Rate of Fire: Once per turn



## 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

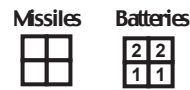
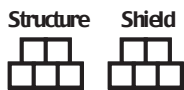
## SPECIAL NOTES

+2 To Dropout Rolls  
Shield Recharge 3 per turn  
Battery Recharge 2 per turn

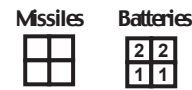
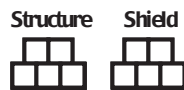
Flight #1



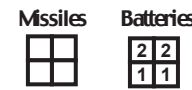
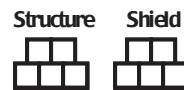
Ftr #1



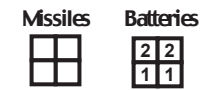
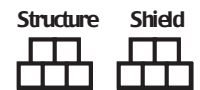
Ftr #2



Ftr #3



Ftr #4

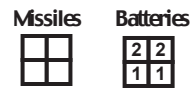
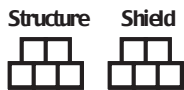


Initiative	Speed	Thrust Used	Jinking	Notes
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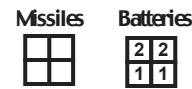
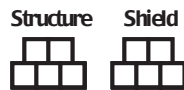
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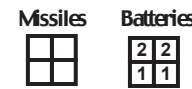
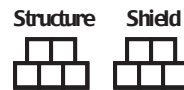
Ftr #1



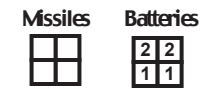
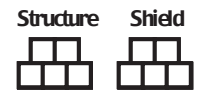
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Ftr #3



Ftr #4

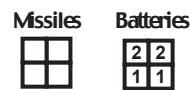
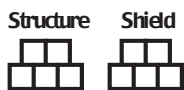


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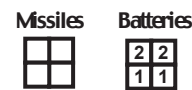
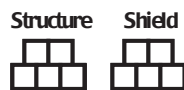
Flight #3



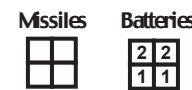
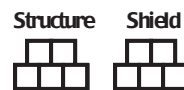
Ftr #1



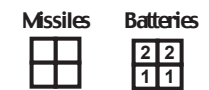
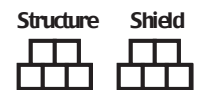
Ftr #2



Ftr #3



Ftr #4



Initiative	Speed	Thrust Used	Jinking	Notes
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