Kıtsune-Class Heavy Recon Craft

SPECS

Class: Super-Hvy Ftrs In Service: ???? Point Value: ?? each Ramming Factor: 26

Jinking Limit: 4 Lvls

MANEUVERING

Turn Cost: 2/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 1 Thrust Pivot Cost: 1 Thrust Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 9 Stb/Port Defense: 11 Free Thrust: 7 Offensive Bonus: +2 Initiative Bonus: +13

SPECIAL NOTES May carry up to 4 Jackal missiles, two forward and

Launch rate is 2 per turn.

If Kitsune does not launch

bonus to hit for a friendly

missiles, may add +1

ship against an enemy

target within 10 hexes.

two facing aft.

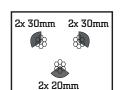


WEAPON DATA

30mm Bolt Gun

Number of Guns: 2 (Linked) Stbd plus 2 (Linked) Port Class: Projectile Modes: Stándard Plodes: Standard Damage: 2 Range Penalty: -2 per hex Intercept Rating: -1 Rate of Fire: 1 per turn

20mm Cannon Number of Guns: 2 (Linked) Aft Class: Projectile Modes: Standard Damage: 1d2 Range Penalty: -3 per hex Intercept Rating: -2 Rate of Fire: 1 per turn



Jackal Missiles

Maximum Range: 15 hexes Fire Control: +0/+0/+2

Intercept Rating: n/a Note: No inherent OEW

Cost: 2 each Class: Ballistic

Damage: 4 Launch Range: 5 hexes





ARMOR



