# Class Interceptors

## **SPECS**

Class: Light Fighters In Service: ???? Point Value: ?? each Ramming Factor: 7 Jinking Limit: 10 Lvls

#### MANEUVERING

Roll Cost: 1 Thrust

Turn Cost: 1/3 Speed Turn Delay: 1/4 Speed Accel/Decel Cost: 1 Thrust Pivot Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 6 Stb/Port Defense: 5 Free Thrust: 7 Offensive Bonus: +2 Initiative Bonus: +20

# **WEAPON DATA**

30mm Bolt Cannon Number of Guns: 2 (Linked)

Class: Projectile Modes: Standard Damage: 2 Range Penalty: -2 per hex Intercept Rating: -1 Rate of Fire: 1 per turn







