achir-Class Guided Missiles

SPECS

Class: Medium Fighter In Service: ???? Point Value: ?? each Ramming Factor: 24

Jinking Limit: 4 Lvls

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: 4 Stb/Port Defense: 6 Free Thrust: 8 Offensive Bonus: n/a Initiative Bonus: +6

ARMOR



Ramming Attempt Modifiers

- +4 if target is ship
- +6 if target is of enormous size
- +1 if target is moving speed 4 or 5
- +2 if target is moving speed 2 or 3 +3 if target is moving speed 1
- +5 if target is not moving
- -1 for each 5 points of speed the target is moving in excess of 5
- -1 per level of jinking by the target or the ramming unit

Ramming Results

25% of Ramming Value 7-12: 50% of Ramming Value 13-16: 75% of Ramming Value 100% of Ramming Value

UNCONTROLLED PENALTIES

-3 to Initiative Bonus

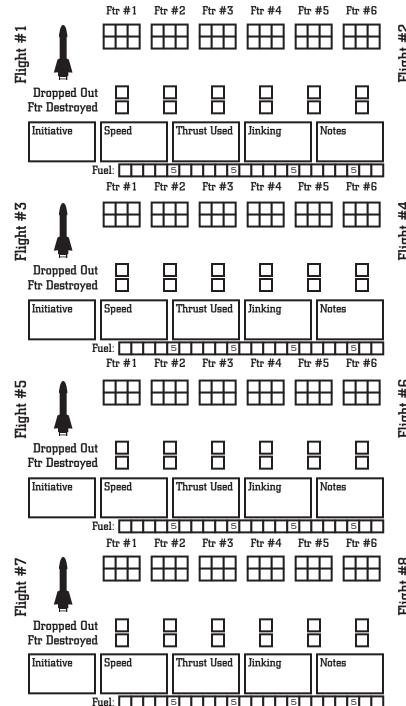
May only use half of free thrust for acceleration or deceleration

Ram Attempt Pen. of -2 per 3 hexes

SPECIAL NOTES

Hunter Killer (No weapons) May not use Ramming Prow enhancement Ram Attempt Penalty of -1 per 2 hexes travelled during ram attempt

Limited Thrust Points Available (see Track)



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