



Zentraedi Glaug Battle Pods



SPECS

Class: Heavy Fighters
 In Service: 1843
 Point Value: 94 each
 Ramming Factor: 25
 Jinking Limit: 6 Lvl

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: 8
 Stb/Port Defense: 9
 Free Thrust: 10
 Offensive Bonus: +5
 Initiative Bonus: +17

WEAPONS

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

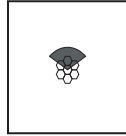
Makral Tszikatro 05
 Number of Guns: 1
 Class: Particle
 Damage: 2d6+2
 Range Penalty: -1 per hex
 Fire Control: n/a
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns

Glatrlan Diwhaug
 Class: Ballistic
 Damage: Xd6
 Max Launch Range: 6 hexes
 Fire Control: +0/+0/+0
 Loadout: 2 missiles
 Cost: 2 points each
Special: X value is equal to number of missiles fired in a volley. Maximum missiles in one volley is three.

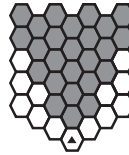
Flight Level Combat

Do not use flight level combat for this unit.

Martszur-4 Arc



Tszikatro 05 / Missile Arc



Fighter #1

Initiative	Speed
Thrust Used	Jinking

Fighter #2

Initiative	Speed
Thrust Used	Jinking

Fighter #3

Initiative	Speed
Thrust Used	Jinking

Fighter #4

Initiative	Speed
Thrust Used	Jinking

Fighter #5

Initiative	Speed
Thrust Used	Jinking

Fighter #6

Initiative	Speed
Thrust Used	Jinking

Fighter #7

Initiative	Speed
Thrust Used	Jinking

Fighter #8

Initiative	Speed
Thrust Used	Jinking

Fighter #9

Initiative	Speed
Thrust Used	Jinking

Fighter #10

Initiative	Speed
Thrust Used	Jinking

Fighter #11

Initiative	Speed
Thrust Used	Jinking

SPECIAL NOTES

Can fire all three beams and up to 2 missiles per turn. No navigators allowed. Combat pivots cost one thrust to perform. Non-atmospheric. -4 Skindancing Bonus. +1 Init Bonus to all allied flights within 2 hexes (not cumulative).