



TC Arrow Interceptors

SPECS

Class: Light Fighter
In Service: 2668?
Point Value: 100 ea.
Ramming Factor: 13
Jinking Limit: 10 Levels

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: 5
Stb/Port Defense: 6
Free Thrust: 13
Offensive Bonus: +6
Initiative Bonus: +20

WEAPON DATA

Laser Cannon Mk2
Number of Guns: 2 (Linked)
Damage: 1d6+2
Range Penalty: -2/hex
RoF: 1/turn
Battery Requirement: 2 each
Ion Cannon
Number of Guns: 2 (Linked)
Damage: 1d6+3
Range Penalty: -2/hex
RoF: 1/turn
Battery Requirement: 4 each

SPECIAL NOTES

+2 To Dropout Rolls
Shield Recharge: 3 per turn
Battery Recharge: 8 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

| | Ftr #1 | | Ftr #2 | | Ftr #3 | | Ftr #4 | |
|-----------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| | Structure | Shield | Structure | Shield | Structure | Shield | Structure | Shield |
| Flight #1 | | | | | | | | |
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| | Initiative | Speed | Thrust Used | Jinking | Notes | | | |
| Flight #2 | | | | | | | | |
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| | Initiative | Speed | Thrust Used | Jinking | Notes | | | |
| Flight #3 | | | | | | | | |
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| | Initiative | Speed | Thrust Used | Jinking | Notes | | | |