

Eagle class Interceptor

AmRep



Pilot Skill Wounds 

Ejection: Advanced

Armour



Visibility: Low

Speed: 7

Accln: +4/-3

Manoeuvre: 5

Hyperdrive: -

Structure



Strengths

Hardened Cockpit

Weapons Repair Circuit

Propulsion Repair Circuit

Jammer: A

Decoys: 2 (6)

Scanner: A

Lock-Ons: 3

Range: 20

Shields



Recharge: 5



Weaknesses

Maintenance Nightmare

Weakened Systems

To Hit

Type	Base	Accuracy	Range	Barrels	RoF	Damage	Ammo	Arc
Pulse Laser	10+	5	7	2	3	16	-	60°

Hardpoints

M:

M:

Speed Track

1		2		3		4		5		6		7		8		9		10	
11		12		13		14		15		16		17		18		19		20	

999
points