

Kestrel class Interceptor

Great Britain



Pilot Skill Wounds

Ejection: Advanced

Armour



Visibility: Low

Speed: 7

Accln: +3/-3

Manoeuvre: 5

Hyperdrive: -

Structure



Jammer: A

Decoys: 2 (4)

Scanner: A

Lock-Ons: 3

Range: 20

Shields



Recharge: 5



Strengths

Hardened Weapons

Low Emission Engines

Weaknesses

Fragile Engines

Type	To Hit		Range	Barrels	RoF	Damage	Ammo	Arc
	Base	Accuracy						
Railguns	10+	5	8	2	2	18	-	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	

125
points