

# Zhengsheng class Attack Fighter GDSU



Pilot Skill  Wounds  

Ejection: Poor

Visibility: Normal

Armour



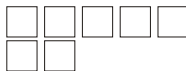
Speed: 4

Accln: +2/-1

Manoeuvre: 3

Hyperdrive: -

Structure



Shields



Recharge: 3



## Strengths

Low Maintenance

Damage Control System

Jammer: C

Decoys: 1 (8)

Scanner: C

Lock-Ons: 2

Range: 12

## Weaknesses

Low Stress Frame

Sensor Blind Spot (rear)

Type	To Hit		Range	Barrels	RoF	Damage	Ammo	Arc
	Base	Accuracy						
Blaster	12+	3	5	2	1	10	-	60°

Hardpoints

H:

H:

H:

H:

Speed Track

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

**90**  
points