

Comete class Interceptor

EuroFed



Pilot Skill Wounds 

Ejection: Standard

Armour



Visibility: Low

Speed: 8

Accln: +5/-4

Manoeuvre: 6

Hyperdrive: -

Structure



Jammer: C

Decoys: 1 (4)

Scanner: B

Lock-Ons: 3

Range: 18

Shields



Recharge: 6



Strengths

Systems Repair Circuit

Weaknesses

Weakened Structure

Volatile Fuel

Type	To Hit		Range	Barrels	RoF	Damage	Ammo	Arc
	Base	Accuracy						
Lasers	10+	4	6	2	3	8	-	60°

Hardpoints

S:

S:

Speed Track

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

999
points