

Grif class Attack Fighter

Neo-Soviet



Pilot Skill Wounds

Ejection: Poor

Visibility: High

Armour



Speed: 5

Accln: +2/-2

Manoeuvre: 2

Hyperdrive: -

Structure



Jammer: B

Decoys: 2 (6)

Scanner: B

Lock-Ons: 1

Range: 10

Shields



Recharge: 3



Strengths

Low Maintenance

Auxiliary Power Unit

Weaknesses

Fragile Engines

Unshielded Reactor

Type	To Hit			Barrels	RoF	Damage	Ammo	Arc
	Base	Accuracy	Range					
Cannon	11+	4	5	2	2	8	-	60°

Hardpoints

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

120
points