

Sokol class Interceptor

Neo-Soviet



Pilot Skill Wounds

Ejection: Standard

Armour



Visibility: Standard

Speed: 8

Accln: +4/-4

Manoeuvre: 3

Hyperdrive: -

Structure



Shields



Recharge: 2

Jammer: C

Decoys: 1 (2)

Scanner: B

Lock-Ons: 1

Range: 10

Strengths

Low Maintenance

Hardened Propulsion

Weaknesses

Brittle Armour

Active Scanners

Volatile Fuel

Type	To Hit		Range	Barrels	RoF	Damage	Ammo	Arc
	Base	Accuracy						
Cannon	11+	4	6	2	3	10	-	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	

100
points