

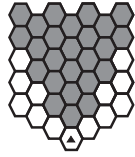
Federation Danube Runabouts

SPECS
 Class: Super-Hvy Ftrs
 In Service: 2368
 Point Value: 145 each
 Ramming Factor: 34
 Jinking Limit: 4 Lvl

MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 1/4 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS
 Fwd/Aft Defense: 8
 Stb/Port Defense: 10
 Free Thrust: 9
 Offensive Bonus: +6
 Initiative Bonus: +13

WEAPON DATA
Light Phaser Gun
 Number of Guns: 1
 plus 1 tail gun [unlinked]
 Class: Molecular
 Damage: 2d6+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -1
 Rate of Fire: 1 per turn
Micro-Torpedo
 Class: Ballistic + Antimatter
 Damage: X+5
 Max X: 10
 Range Penalty: None
 Max Range: 25 hexes
 Fire Control: n/a
 Rate of Fire: 1 per turn
 Ammunition: Max 10/fighter
 Cost: 10 each



ARMOR
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SPECIAL NOTES
 Shields regenerate at a rate of 2 per turn.
 Warp Delay: 6 turns
 Includes navigator.
 Locked-onto as individual units.

Flight Level Combat
 Do not use flight level combat for this unit.

(Tail gun uses the reverse arc)

<p>Fighter #1</p> <p>Dropped Out Ftr Destroyed</p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #2</p> <p>Dropped Out Ftr Destroyed</p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #3</p> <p>Dropped Out Ftr Destroyed</p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #4</p> <p>Dropped Out Ftr Destroyed</p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking
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<p>Fighter #5</p> <p>Dropped Out Ftr Destroyed</p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #6</p> <p>Dropped Out Ftr Destroyed</p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #7</p> <p>Dropped Out Ftr Destroyed</p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #8</p> <p>Dropped Out Ftr Destroyed</p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking
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<p>Fighter #9</p> <p>Dropped Out Ftr Destroyed</p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #10</p> <p>Dropped Out Ftr Destroyed</p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #11</p> <p>Dropped Out Ftr Destroyed</p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking	<p>Fighter #12</p> <p>Dropped Out Ftr Destroyed</p> <table border="1"> <tr><td>Initiative</td><td>Speed</td></tr> <tr><td>Thrust Used</td><td>Jinking</td></tr> </table>	Initiative	Speed	Thrust Used	Jinking
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