Kynes Class Assault Shuttles

Shuttle #

Dropped Out

Dropped Out

Dropped Out

Speed

Notes

Shtl Destroyed

Initiative

Thrust Used

Shtl Destroyed

Initiative

Thrust Used

Speed

Notes

Speed

Notes

Shtl Destroyed

Initiative

Thrust Used

Shuttle #

Shuttle #

Initiative

Thrust Used

#

Shuttle

Shuttle #12

Initiative

Thrust Used

Notes

Thrust Used

Notes

Initiative

Thrust Used

Class: Shuttle In Service: 10018 Point Value: 38 each Ramming Factor: 23 Jinking Limit: 2 Levels

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 7 Stb/Port Defense: 7 Free Thrust: 8 Offensive Bonus: +4 Initiative Bonus: +11

SPECIAL NOTES

Locked-onto as

individual units. Can carry 2 boarding

2 Mount Points for ordnance (missiles,

parties.

WEAPON DATA

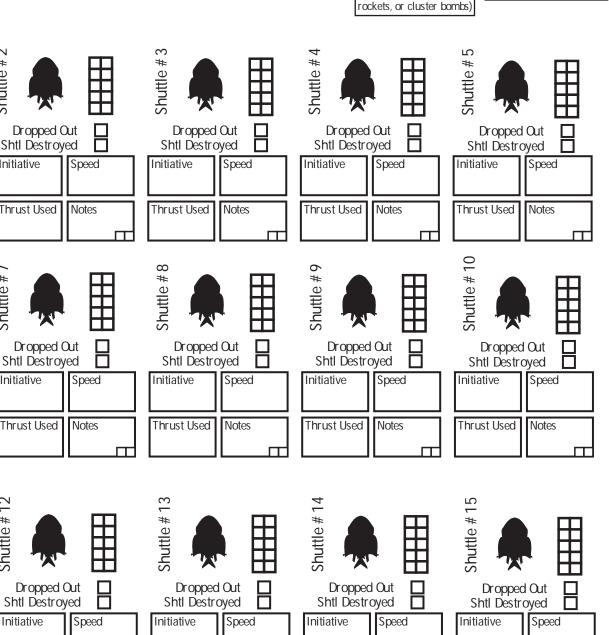
Light Chainguns Number of Guns: 1 Class: Explosive Damage: 1d6+4 Range Penalty: -2 pe Fire Control: n/a -2 per hex Intercept Rating: -1 Rate of Fire: 1 per turn

Basic Fighter Missile Cost: 8 Combat Points Class: Ballistic Class: Ballistic
Damage: 10
Max Range: 10 hexes
Fire Contirol: n/a
Intercept Rating: n/a
Note: Rockets and Cluster
Bombs are only for use
in ground combat.









Thrust Used

Notes

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