

				Linear		Light Turn			Hard Turn			Points
	Armor	Hull	Sheilds	forward	reverse	turn	forward	reverse	turn	forward	reverse	
Gunship	3	6	6	2	-1	1	1	0	2	0	0	200
Fighter	2	4	4	2	-1	1	1	-1	2	1	-1	100
Interceptor	0	4	2	3	-2	1	2	-2	2	1	-1	50
Torpedo	0	1	0	4	0	1	3	-	1	3	-	

Weapon	arc	number	power	Torpedo
Gunship Lasers	120	(0, +120, -120)	2d4	4
Fighter Lasers	120	(0, 0)	2d4	2
Interceptor Lasers	90	0	D4 +2	2

Range %hit	Closer Range						
	1 99	2 76	3 63	4 53	5 46	6 40	7 35
	Medium Range						
	8 30	9 26	10 23	11 20	12 17	13 14	
	Long Range						
		14 12	15 9	16 7	17 5	18 3	19 2

Torpedoes low do damage to shielded sh  
 Torpedoes do not have rotational inertia  
 they rotate instantaneously

shielded 1d4 non 3d4