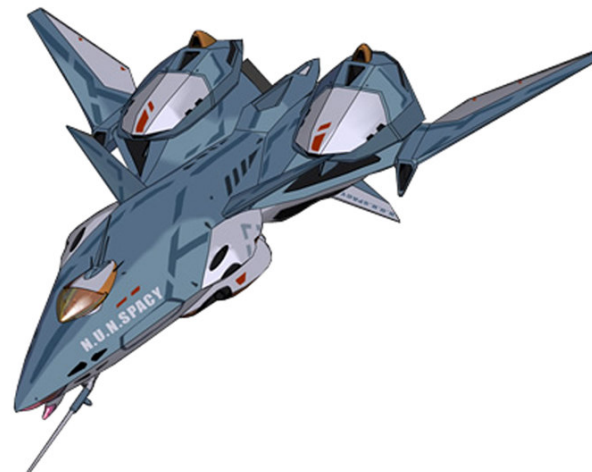


Name: AIF-7 Ghost (NUNS Variant)
 Total Cost: 907.67
 Piloting Bonus: +5%
 Base skill: 30% New, 32% Veteran, 35% Ace.
 Tonnage: 30
 Flight MA: 30



Servo	Typ	Sp	KIs	CP	Armor	Typ	CP	Total	Notes
AI Cockpit	HS	4	4	4	5	S	5	9	
Main Body	MW	10	10	10	8	S	8	18	
L. Engine	HS	5	5	5	6	S	6	11	
R. Engine	HS	5	5	5	6	S	6	11	
L. Wing	MS	4	4	4	6	S	6	10	
R. Wing	MS	4	4	4	6	S	6	10	
Power	MW		12		Cool +2		12		
Total Cost:								69	

Weap	WA	Rng	KIs	Dam	Sht	CP	Eff	TotCst	Loc	Sp	Spec
Mauler Beam Cannon	50%	5km	10	10HAP	Inf	8.1	5	42.4	Torso	3	*Note 1

Note: Hardpoints not factored into cost because they are optional, at Flight Director's instruction.
 Note #1: Machine fire = 3, energy. Anti-missile/infantry. Fixed forward.

Sensor	Type	Cost	Kills	Range	Comm	Location	Spaces
Main	MdH	16	9	26km	2300km	Head	1
Backup	SI	2	5	1km	300km	Torso	2
Total Cost:		18					

Movement Type:	Thr
Cost of System:	30
Efficiency:	24
Total Cost:	42
Total Space:	6
Total MA:	30 Normal
Thrust Location:	3 per Engine pod

Other Additive systems:

System	cost	space	location	Special
Adaptations	7	6		Space adaptation, re-entry (2 sp each leg, torso)
Total Cost:	7			

Multiplier Systems:

System	cost	space	Special
Maneuver Pool	*.05	0	Adds 5% bonus to Piloting.
Total Cost:	*.05		

Cost (w/o Multipliers):	178.4
Base Weight:	111.4
Cost (after Multipliers):	187.32
Efficiency(157.32t)	314.64
Cost (w/Efficiency):	501.96
Final Weight:	30
Scale:	1:1
Scaled Weight:	30
Scaled Cost:	501.96
Prototype time	25 days
Production line time	12.5 days
Double-up bonus	6.25 days
Heavy Industry bonus	3 days

Comments:

This is the New UN Spacy AI driven fighter. Not as powerful as the SMS variant, and it won't get as good in a fight. But with a heavy machine factory (like a converted Zentraedi super factory) building them, they can make hundreds every three days...