

Name:

Counter:

REBEL A-WING FIGHTER (Light Fighter)

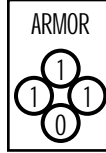
SPECS
 Class: Light Fighter
 In Service:
 Point Value: 35 each
 Ramming Factor: 13
 Jinking Limit: 10 Levels

MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: n/a
 Roll Cost: 1 Thrust

COMBAT STATS
 Fwd/Aft Defense: 6
 Stb/Port Defense: 7
 Free Thrust: 14
 Offensive Bonus: +7
 Initiative Bonus: +22

Special Notes:
 Atmospheric

 Can carry 2 concussion Missiles
 Launch rate 2 per turn



Flight Level Combat

5 or more above	= 0 Hit
3-4 above	= 1/6 Hit
1-2 above	= 1/3 Hit
0-2 below	= 1/2 Hit
3-4 below	= 2/3 Hit
5-6 below	= 5/6 Hit
7 or more below	= All Hit

WEAPON DATA

Laser Cannon
 Number of Guns: 2 (Linked)
 Class: Laser
 Damage: 1d6+1
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn

Concussion Missile
 Cost: 8 Combat Points
 Class: Ballistic
 Damage: 10
 Max Range: 10 Hexes
 Fire Control: n/a
 Intercept Rating: n/a

target	Flight #1 	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
to-hit		Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Initiative	Speed	Thrust Used	Jinking	Notes	

target	Flight #2 	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
to-hit		Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Initiative	Speed	Thrust Used	Jinking	Notes	

target	Flight #3 	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
to-hit		Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Initiative	Speed	Thrust Used	Jinking	Notes	

target	Flight #4 	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
to-hit		Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Initiative	Speed	Thrust Used	Jinking	Notes	

target	Flight #5 	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
to-hit		Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Initiative	Speed	Thrust Used	Jinking	Notes	

target	Flight #6 	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
to-hit		Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Initiative	Speed	Thrust Used	Jinking	Notes	

target	Flight #7 	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
to-hit		Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Initiative	Speed	Thrust Used	Jinking	Notes	

target	Flight #8 	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
to-hit		Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Initiative	Speed	Thrust Used	Jinking	Notes	

target	Flight #9 	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
to-hit		Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Initiative	Speed	Thrust Used	Jinking	Notes	

target	Flight #10 	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
to-hit		Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Initiative	Speed	Thrust Used	Jinking	Notes	