

Name:

Counter:

# REBEL B-WING FIGHTER (Heavy Fighter)

**Auto Blaster**  
 Number of Guns: 2 (Linked)  
 Class: Laser  
 Damage: 1d6  
 Range Penalty: -3 per hex  
 Fire Control: n/a  
 Rate of Fire: Once per turn

**Proton Torpedo**  
 Cost: 12 Combat Points  
 Class: Ballistic  
 Damage: 15  
 Max Range: 5 Hexes  
 Fire Control: n/a  
 Intercept Rating: n/a

### Special Notes:

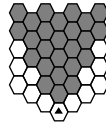
Atmospheric  
 Can carry 6 proton torpedoes  
 Launch rate 2 per turn

Deflector Shields: At the beginning of each turn, 1 point of forward or aft armor may be transferred to the opposite end for added protection during the following turn.

**SPECS**  
 Class: Heavy Fighter  
 In Service:  
 Point Value: 80 each  
 Ramming Factor: 25  
 Jinking Limit: 6 Levels

**OPTIONAL UPGRADE**  
 Cost: 10 combat points  
 Upgrade number of Auto Blasters to 4 (Linked)

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



### ARMOR



**COMBAT STATS**  
 Fwd/Aft Defense: 8  
 Stb/Port Defense: 9  
 Free Thrust: 10  
 Offensive Bonus: +5  
 Initiative Bonus: +15

**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: 1  
 Class: Laser  
 Damage: 1d6+3  
 Range Penalty: -2 per hex  
 Fire Control: n/a  
 Rate of Fire: Once per turn

**Medium Ion Cannon**  
 Number of Guns: 3 (Linked)  
 Class: Electromagnetic  
 Damage: 1d6+2  
 Range Penalty: -2 per hex  
 Fire Control: n/a  
 Rate of Fire: Once per turn  
**Special: Ignores armor, Any systems hit must be shut down during the following turn. Fighters automatically drop out.**

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"/>	<input type="checkbox"/>
	Ftr Destroyed	<input type="checkbox"/>	<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"/>	<input type="checkbox"/>
	Ftr Destroyed	<input type="checkbox"/>	<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"/>	<input type="checkbox"/>
	Ftr Destroyed	<input type="checkbox"/>	<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"/>	<input type="checkbox"/>
	Ftr Destroyed	<input type="checkbox"/>	<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"/>	<input type="checkbox"/>
	Ftr Destroyed	<input type="checkbox"/>	<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"/>	<input type="checkbox"/>
	Ftr Destroyed	<input type="checkbox"/>	<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"/>	<input type="checkbox"/>
	Ftr Destroyed	<input type="checkbox"/>	<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"/>	<input type="checkbox"/>
	Ftr Destroyed	<input type="checkbox"/>	<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"/>	<input type="checkbox"/>
	Ftr Destroyed	<input type="checkbox"/>	<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"/>	<input type="checkbox"/>
	Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Initiative	Speed	Thrust Used	Jinking	Notes		