

Name:

Counter:

REBEL X-WING FIGHTER (Heavy Fighter)

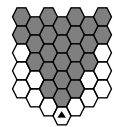
SPECS
 Class: Heavy Fighter
 In Service:
 Point Value: 75 each
 Ramming Factor: 22
 Jinking Limit: 6 Levels

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: 8
 Free Thrust: 12
 Offensive Bonus: +5
 Initiative Bonus: +16

WEAPON DATA
 Laser Cannon
 Number of Guns: 4 (Linked)
 Class: Laser
 Damage: 1d6+3
 Range Penalty: -2 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 end of each turn, 1 point of forward or aft armor may be transferred to the opposite end for added protection during the following turn.



ARMOR

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

target		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	

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