

Name:

Counter:

REBEL Y-WING FIGHTER (Heavy Fighter)

WEAPON DATA

Laser Cannon
 Number of Guns: 2 (Linked)
 Class: Laser
 Damage: 1d6+4
 Range Penalty ty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn

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

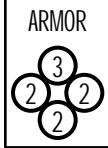
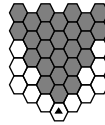
Ion cannon damage: Damage rolled is subtracted from Free Thrust and Offensive Bonus for the following turn - If Offensive Bonus is reduced to 0, the fighter cannot fire any weapons. Only affects fighters and shuttles.

SPECS
 Class: Heavy Fighter
 In Service:
 Point Value: 65 each
 Ramming Factor: 24
 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: 7
 Stb/Port Defense: 8
 Free Thrust: 10
 Offensive Bonus: +5
 Initiative Bonus: +15

Optional Navigator
 Cost: 10 Combat Points
 Initiative Bonus: +1
 Missile Guidance Ability
 Ion Cannons have 360 degree firing arc - Can not guide proton torpedo and fire ion cannon in the same turn



Flight Level Combat

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|-----------------|-----------|
| 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 |

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 8 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.

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| 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 | | |

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| 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 | | |

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| 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 | | |

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| 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 | | |

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| 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 | | |

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| 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 | | |

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| 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 | | |

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| 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 | | |

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| 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 | | |

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| 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 | | |