

Incom T-65 X-Wing

SPECS

Class: Heavy Fighters
In Service: A long time ago
Point Value: 78 each
Ramming Factor: 21
Jinking Limit: 6 Levels
Jump Delay: 8 turns

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(7)
Free Thrust: 10
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: 4 per turn
Intercept Rating: -4

Proton Torpedo
Cost: 12 Combat Points
Class: Ballistic
Damage: 1D6+3
Damage: 15
Max Range: 8 Hexes
Fire Control: n/a
Intercept Rating: n/a

SPECIAL NOTES

Can carry 6 Torpedos
Launch rate 2 per turn
Astromech available
Stb/Port Def=7, if S-foils shut
Atmospheric capable



Astromech Droid

Cost: 10 Combat Points
Initiative Bonus: +1
Missile guidance ability
Enables Hyperspace-Jump

ARMOR



Shields



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

Flight # 1



Dropped Out
Ftr Destroyed

Ftr # 1	Ftr # 2	Ftr # 3	Ftr # 4	Ftr # 5	Ftr # 6

Initiative	Speed	Thrust Used	Jinking	Notes

Lasers	Shields	Power	Thrust	Power(Speed)
<input type="checkbox"/> 4 Linked Lasers		Full (Shield: 2)	<input type="checkbox"/>	Full Power (13)
<input type="checkbox"/> Std.(2 Linked or 4 per 2 turns)		Normal (Shield: 1)	<input type="checkbox"/>	High (12)
<input type="checkbox"/> 1 Laser(or 2 linked per 2 turns)		Stand by (/)	<input type="checkbox"/>	Medium (10)
<input type="checkbox"/> all off		Off (Uncharged, 1 turn to recharge)	<input type="checkbox"/>	Low (7)

Note: At begin of turn, shields can be divided at will (rear to front for example)

Flight # 2



Dropped Out
Ftr Destroyed

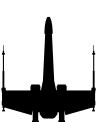
Ftr # 1	Ftr # 2	Ftr # 3	Ftr # 4	Ftr # 5	Ftr # 6

Initiative	Speed	Thrust Used	Jinking	Notes

Lasers	Shields	Power	Thrust	Power(Speed)
<input type="checkbox"/> 4 Linked Lasers		Full (Shield: 2)	<input type="checkbox"/>	Full Power (13)
<input type="checkbox"/> Std.(2 Linked or 4 per 2 turns)		Normal (Shield: 1)	<input type="checkbox"/>	High (12)
<input type="checkbox"/> 1 Laser(or 2 linked per 2 turns)		Stand by (/)	<input type="checkbox"/>	Medium (10)
<input type="checkbox"/> all off		Off (Uncharged, 1 turn to recharge)	<input type="checkbox"/>	Low (7)

Note: At begin of turn, shields can be divided at will (rear to front for example)

Flight # 3



Dropped Out
Ftr Destroyed

Ftr # 1	Ftr # 2	Ftr # 3	Ftr # 4	Ftr # 5	Ftr # 6

Initiative	Speed	Thrust Used	Jinking	Notes

Lasers	Shields	Power	Thrust	Power(Speed)
<input type="checkbox"/> 4 Linked Lasers		Full (Shield: 2)	<input type="checkbox"/>	Full Power (13)
<input type="checkbox"/> Std.(2 Linked or 4 per 2 turns)		Normal (Shield: 1)	<input type="checkbox"/>	High (12)
<input type="checkbox"/> 1 Laser(or 2 linked per 2 turns)		Stand by (/)	<input type="checkbox"/>	Medium (10)
<input type="checkbox"/> all off		Off (Uncharged, 1 turn to recharge)	<input type="checkbox"/>	Low (7)

Note: At begin of turn, shields can be divided at will (rear to front for example)

Flight # 4



Dropped Out
Ftr Destroyed

Ftr # 1	Ftr # 2	Ftr # 3	Ftr # 4	Ftr # 5	Ftr # 6

Initiative	Speed	Thrust Used	Jinking	Notes

Lasers	Shields	Power	Thrust	Power(Speed)
<input type="checkbox"/> 4 Linked Lasers		Full (Shield: 2)	<input type="checkbox"/>	Full Power (13)
<input type="checkbox"/> Std.(2 Linked or 4 per 2 turns)		Normal (Shield: 1)	<input type="checkbox"/>	High (12)
<input type="checkbox"/> 1 Laser(or 2 linked per 2 turns)		Stand by (/)	<input type="checkbox"/>	Medium (10)
<input type="checkbox"/> all off		Off (Uncharged, 1 turn to recharge)	<input type="checkbox"/>	Low (7)

Note: At begin of turn, shields can be divided at will (rear to front for example)