

SPECIAL NOTES: May carry 6 Buzz Droid Missiles, may launch 3

Trade Federation Tri-Fighter

SPECS Class: Hvy Fighter In Service: -22 ANH Turn Delay: 0 Jinking: 6 Levels

Buzz Droid Missile

Damage: 0-2 Matter/turn

Fire Control: +4/+4/+4

Special - lowers target fighter's initiative and OB by 2 while

attached, may be 'shaken' off,

Cost: 4 Combat Points

Max Range: 5 Hexes

Class: Ballistic

See Rules.

MANEUVERING Turn Cost: 1/3 Speed Point Value:44 each Acc/Dec Cost: 1 Thrust Ramming Factor:20 Pivot Cost: n/a Roll Cost: 1 Thrust



ARMOR

Fwd/Aft Defense: 7 Stb/Port Defense: 7 Free Thrust: 10 Offensive Bonus: +5 Initiative Bonus: +16

COMBAT STATS

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 Hit7 or more below = All Hit

WEAPON DATA

Triple Laser Cannon Number of Cuns: 1 Class: TurboLaser Damage: 1d6+5 Range Penalty: -2 per hex Fire Control: n/a Rate of Fire: 1 per turn

Medium Laser Cannon Number of Guns: 1 Class: TurboLaser Damage: 1d6+4 Range Penalty: -1 per hex Fire Control: n/a Rate of Fire: 1 per 2 turns

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