

Trade Federation Vulture II Droid Starfighters

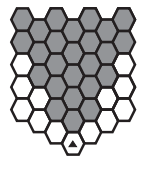
SPECS
 Class: Ultralight Ftrs
 In Service: -19 ANH
 Point Value: 27 each
 Ramming Factor: 6
 Jinking Limit: No Limit

MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: N/A
 Roll Cost: 1 Thrust

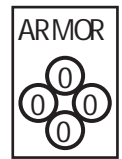
COMBAT STATS
 Fwd/Aft Defense: 5
 Stb/Port Defense: 6
 Free Thrust: 10
 Offensive Bonus: +3
 Initiative Bonus: +20

WEAPON DATA
 Light Laser Cannons
 Number of Guns: 2 (linked)
 Class: Laser
 Damage: d6+1
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn

SPECIAL NOTES:
 Ship has 8 turn endurance in combat
 May carry 4 Buzz Droid Missiles, may launch 4 a turn.



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



Buzz Droid Missile
 Cost: 4 Combat Points
 Class: Ballistic
 Damage: 0-2 Matter/turn
 Max Range: 5 Hexes
 Fire Control: +4/+4/+4
 Special - lowers target fighter's initiative and CB by 2 while attached, may be 'shaken' off, See Rules.

Flight #1		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6	Flight #2		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		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"/>		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	End	<input type="checkbox"/>	<input type="checkbox"/>		Initiative	Speed	Thrust Used	Jinking	End	<input type="checkbox"/>	<input type="checkbox"/>
Flight #3		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6	Flight #4		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		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"/>		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	End	<input type="checkbox"/>	<input type="checkbox"/>		Initiative	Speed	Thrust Used	Jinking	End	<input type="checkbox"/>	<input type="checkbox"/>
Flight #5		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6	Flight #6		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		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"/>		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	End	<input type="checkbox"/>	<input type="checkbox"/>		Initiative	Speed	Thrust Used	Jinking	End	<input type="checkbox"/>	<input type="checkbox"/>
Flight #7		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6	Flight #8		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		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"/>		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	End	<input type="checkbox"/>	<input type="checkbox"/>		Initiative	Speed	Thrust Used	Jinking	End	<input type="checkbox"/>	<input type="checkbox"/>