

Imperial Tie Bombers

SPECS
 Class: Heavy fighters
 In Service: -5 ANH
 Point Value: 35 each
 Ramming Factor: 10
 Jinking Limit: 6 Levels

MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 1/4 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost:N/A
 Roll Cost: 1 Thrust

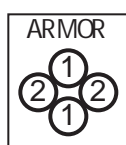
COMBAT STATS
 Fwd/Aft Defense: 7
 Stb/Port Defense: 8
 Free Thrust: 8
 Offensive Bonus: +2/+4
 Initiative Bonus: +15

WEAPON DATA
 Light Laser Cannon
 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

Concussion Missile
 Cost: 4 Combat Points
 Class: Ballistic
 Damage: 12
 Max Range: 2 Hexes
 Fire Control: +4/+2/+0

Proton Torpedo
 Cost: 6 Combat Points
 Class: Ballistic
 Damage: 10
 Max Range: 6 Hexes
 Fire Control: +3/+3/+3
 Intercept Rating: n/a

SPECIAL NOTES
 12 Payload spaces
 Launch rate 2 per turn
 Navigator
 Cost: +10 Combat Points
 Initiative Bonus +1
 CB +2, +4 when firing ballistic weapons



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

Thermal Detonator
 Cost: 5 Combat Points
 Class: Ballistic/Plasma
 Damage: 15
 Max Range: Same Hex
 Fire Control: +1/+0/+0
 Intercept Rating: n/a

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 Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Dropped Out 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			Initiative	Speed	Thrust Used	Jinking	Notes			
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 Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Dropped Out 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			Initiative	Speed	Thrust Used	Jinking	Notes			
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 Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Dropped Out 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			Initiative	Speed	Thrust Used	Jinking	Notes			
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 Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Dropped Out 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			Initiative	Speed	Thrust Used	Jinking	Notes			