

Number of Guns: 2 (Linked)

Range Penalty: -3 per hex

Rate of Fire: Once per turn

Class: Laser

Damage: 1d6

Initiative

Speed

Thrust Used

Jinking

Notes

Initiative

Speed

Fire Control: n/a

Rebel B-Wing Heavy Fighters

SPECS

Atmospheric, Hyperdrive

Launch rate 3 per turn

during the following turn.

Can carry 12 proton torpedoes

Delfector Shields: At the beginning of

each turn, 2 point of forward or aft

armor may be transferred to the

opposite end for added protection

Class: Heavy Fighter In Service: +5 ANH Point Value: 80 each Ramming Factor:25 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

SHIELD

COMBAT STATS Fwd/Aft Defense: 8 Stb/Port Defense: 9 Free Thrust: 9

Offensive Bonus: +6 Initiative Bonus: +15

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 = 2/3 Hit3-4 below = 5/6 Hit5-6 below

7 or more below = All Hit

Laser Cannon Number of Guns: 1 Class: Laser Damage: 1d6+3 Range Penalty: -2 per hex Fire Control: n/a Rate of Fire: Once per turn

WEAPON DATA

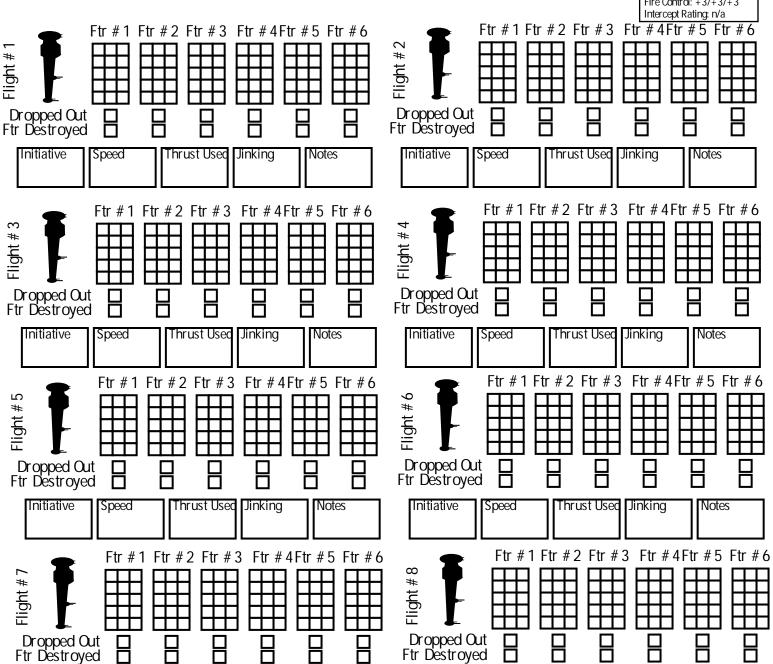
Triple Lt Ion Cannon Class: Electromagnetic Mode: Standard Damage: 2/+6/d12 Range Penalty: -2 per hex Fire Control: n/a

Rate of Fire: 1 per turn

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







Thrust Used Jinking

Notes