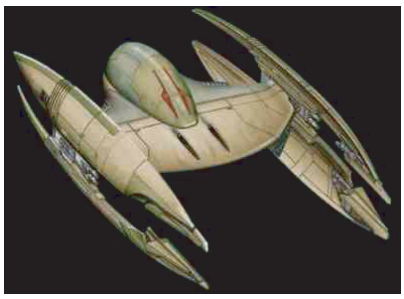
Version 1: 2E/SW



Trade Federation Vulture II Droid Starfighters

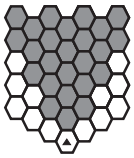
SPECS
Class: Ultralight Ftrs
In Service: -19 ANH
Point Value: 22 each
Ramming Factor: 6
Jinking Limit: No Limit

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: 4
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

ARMOR
0
0 0
0

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 OB by 2 while attached, may be 'shaken' off, See Rules.

Flight # 1

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

Dropped Out
Ftr Destroyed

Initiative | Speed | Thrust Used | Jinking | End

Flight # 2

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

Dropped Out
Ftr Destroyed

Initiative | Speed | Thrust Used | Jinking | End

Flight # 3

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

Dropped Out
Ftr Destroyed

Initiative | Speed | Thrust Used | Jinking | End

Flight # 4

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

Dropped Out
Ftr Destroyed

Initiative | Speed | Thrust Used | Jinking | End

Flight # 5

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

Dropped Out
Ftr Destroyed

Initiative | Speed | Thrust Used | Jinking | End

Flight # 6

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

Dropped Out
Ftr Destroyed

Initiative | Speed | Thrust Used | Jinking | End

Flight 7

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

Dropped Out
Ftr Destroyed

Initiative | Speed | Thrust Used | Jinking | End

Flight # 8

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

Dropped Out
Ftr Destroyed

Initiative | Speed | Thrust Used | Jinking | End

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