



Geonosian Nantex Light Fighters

WEAPON DATA	
Geonosian Laser Turret	
Number of Guns: 1	
Class: Pulse laser	
Damage: 1d6+2	
Range Penalty: -2 per hex	
Fire Control: n/a	
Rate of Fire: Once per turn	

SPECS
Class: Light Fighter
In Service: -53 ANH
Point Value: 32 each
Ramming Factor: 11
Jinking: 10 Levels

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: 7
Free Thrust: 11
Offensive Bonus: +5
Initiative Bonus: +19

Laser Turret Arc

SPECIAL NOTES
Atmospheric.
Limited Stealth

ARMOR

(1)
(1)
(0)

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

Flight # 1

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

	<input type="text" value="Initiative"/>	<input type="text" value="Speed"/>	<input type="text" value="Thrust Used"/>	<input type="text" value="Jinking"/>	<input type="text" value="Notes"/>	

Flight # 2

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

	<input type="text" value="Initiative"/>	<input type="text" value="Speed"/>	<input type="text" value="Thrust Used"/>	<input type="text" value="Jinking"/>	<input type="text" value="Notes"/>	

Flight # 3

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

	<input type="text" value="Initiative"/>	<input type="text" value="Speed"/>	<input type="text" value="Thrust Used"/>	<input type="text" value="Jinking"/>	<input type="text" value="Notes"/>	

Flight # 4

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

	<input type="text" value="Initiative"/>	<input type="text" value="Speed"/>	<input type="text" value="Thrust Used"/>	<input type="text" value="Jinking"/>	<input type="text" value="Notes"/>	

Flight # 5

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

	<input type="text" value="Initiative"/>	<input type="text" value="Speed"/>	<input type="text" value="Thrust Used"/>	<input type="text" value="Jinking"/>	<input type="text" value="Notes"/>	

Flight # 6

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

	<input type="text" value="Initiative"/>	<input type="text" value="Speed"/>	<input type="text" value="Thrust Used"/>	<input type="text" value="Jinking"/>	<input type="text" value="Notes"/>	

Flight # 7

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

	<input type="text" value="Initiative"/>	<input type="text" value="Speed"/>	<input type="text" value="Thrust Used"/>	<input type="text" value="Jinking"/>	<input type="text" value="Notes"/>	

Flight # 8

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

	<input type="text" value="Initiative"/>	<input type="text" value="Speed"/>	<input type="text" value="Thrust Used"/>	<input type="text" value="Jinking"/>	<input type="text" value="Notes"/>	