



Imperial Tie Interceptor Fighters

SPECS

Class: Light Fighters
In Service: --
Point Value: 45 each
Ramming Factor: 9
Jinking Limit: 10 Lvl

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: 13
Offensive Bonus: +4
Initiative Bonus: +20

WEAPON DATA

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

Flight #1

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out					
Ftr Destroyed					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #2

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out					
Ftr Destroyed					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #3

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out					
Ftr Destroyed					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #4

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out					
Ftr Destroyed					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #5

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out					
Ftr Destroyed					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #6

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out					
Ftr Destroyed					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #7

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out					
Ftr Destroyed					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #8

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out					
Ftr Destroyed					
Initiative	Speed	Thrust Used	Jinking	Notes	