

# Tie Vanguard Recon Fighters

## SPECS

Class: Light Fighters  
In Service: --  
Point Value: 18 each  
Ramming Factor: 5  
Jinking Limit: 10 Lvl's

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 0  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 4  
Stb/Port Defense: 7  
Free Thrust: 10  
Offensive Bonus: +2  
Initiative Bonus: +20

## WEAPON DATA

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

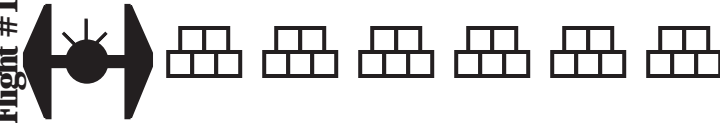


## Flight Level Combat

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

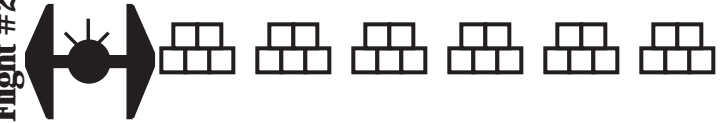


Dropped Out  
Ftr Destroyed

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

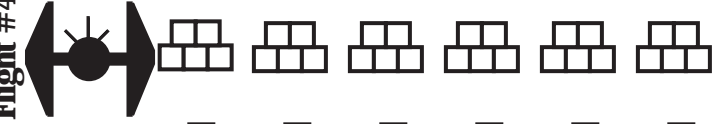


Dropped Out  
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4

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

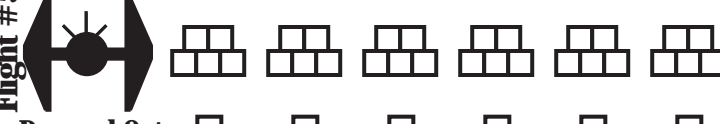


Dropped Out  
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5

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

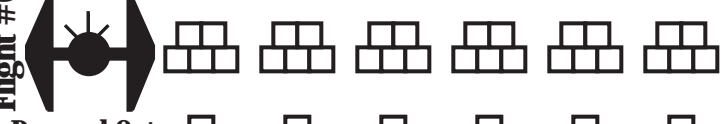


Dropped Out  
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6

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

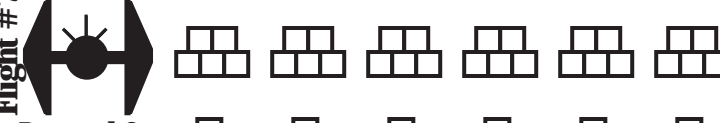


Dropped Out  
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7

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

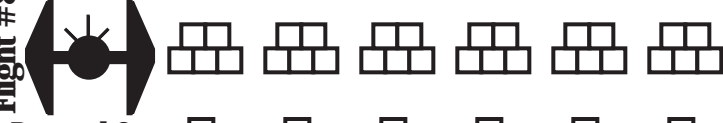


Dropped Out  
Ftr Destroyed

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