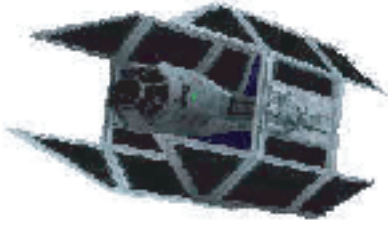


Imperial Tie Advanced Fighters



SPECS

Class: Med. Fighters
In Service: --
Point Value: 55 each
Ramming Factor: 10
Jinking Limit: 8 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
Sth/Port Defense: 7
Free Thrust: 14
Offensive Bonus: +5
Initiative Bonus: +18

WEAPON DATA

Light Laser Cannon
Number of Guns: 2
Class: Laser
Damage: d6+4
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

SPECIAL NOTES

Six Payload spaces.
Hyperdrive equipped.
Launch rate 2 per turn.

Flight #1



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

Shields
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



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

Shields
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



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

Shields
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



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

Shields
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



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

Shields
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



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

Shields
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes