



Imperial Tie Scout Fighters

SPECS

Class: Heavy fighters
In Service: --
Point Value: 10 each
Ramming Factor: 10
Jinking Limit: 4 Levels

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 7
Stb/Port Defense: 8
Free Thrust: 10
Offensive Bonus: +2
Initiative Bonus: +14

WEAPON DATA

Light Laser Cannon
Number of Guns: 1
Class: Laser
Damage: d6
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

Hyperspace Capable
Hyperdrive Multiplier x2
Scout Fighter

Flight #1

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

Flight #2

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

Flight #3

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

Flight #4

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

Flight #5

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

Flight #6

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

Flight #7

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

Flight #8

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

Flight #9

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

Flight #10

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