



TIE /E1 Strike Fighter

SPECS

Class: Med. Fighters
In Service:
Point Value: 50 each
Ramming Factor: 18
Jinking Limit: 8 Lvl's

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: n/a
Roll Cost: 1 Thrust

COMBAT STATS

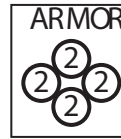
Fwd/Aft Defense: 6
Stb/Port Defense: 7
Free Thrust: 11
Offensive Bonus: +5
Initiative Bonus: +20

WEAPON DATA

Laser Cannon
Number of Guns: 1
Class: Laser
Damage: 2d6+8
Range Penalty: -1 per hex
Fire Control: n/a
Rate of Fire: 1 per turn

Special Notes

Ion Drive
Extended Sideslips
Restricted Deployment(10%)

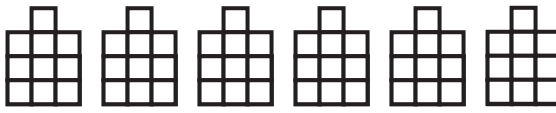


Flight Level Combat
5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

Flight # 1



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



Dropped Out
Ftr Destroyed

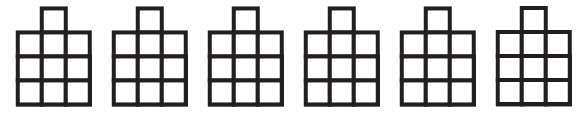


Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 2



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



Dropped Out
Ftr Destroyed

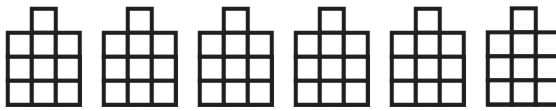


Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 3



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



Dropped Out
Ftr Destroyed

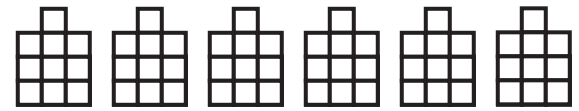


Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 4



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



Dropped Out
Ftr Destroyed

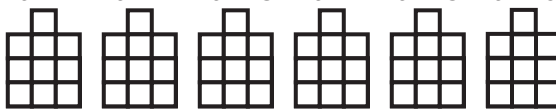


Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 5



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



Dropped Out
Ftr Destroyed

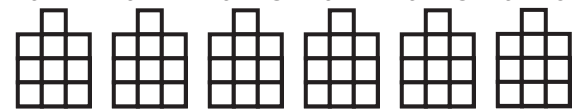


Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 6



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



Dropped Out
Ftr Destroyed

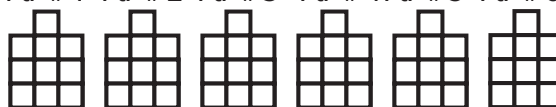


Initiative	Speed	Thrust Used	Jinking	Notes

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