



Delta-7 Aethersprite Light Interceptor

SPECS

Class: Light Fighter
In Service: -30 ANH
Point Value: 40 each
Ramming Factor: 14
Jinking: 10 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: 6
Stb/Port Defense: 6
Free Thrust: 13
Offensive Bonus: +5
Initiative Bonus: +20

WEAPON DATA

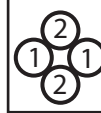
Light Laser Cannons
Number of Guns: 2 (linked)
Class: Turbolaser
Damage: 1d6+3
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

SPECIAL NOTES

Atmospheric: R2 Unit
may repair 1 point of
damage on d6 roll of 6
Hyperdrive Ring



SHIELD



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

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 2

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 3

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 4

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 5

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 7

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 8

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes