



Rebel Alliance

Version 1.0: 2E/Star Wars



T-65B X-Wing Superiority Fighters

SPECS

Class: Med Fighters
In Service: ALTAIAGFFA
Point Value: 70 each
Ramming Factor: 16
Jinking Limit: 8 Lvl

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 6
Stb/Port Defense: 8
Free Thrust: 10
Offensive Bonus: +4
Initiative Bonus: +18

WEAPON DATA

Dual Laser Cannons
Number of Guns: 2 (linked)
Class: Laser
Damage: 1d6+3 (+1*)
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -2
Rate of Fire: 1 per turn
**Special: bracketed damage is used in consecutive turns of weapons fire unless negated.*

Proton Torpedo

Class: Ballistic
Damage: 15
Launch Range: 6 hexes
Max Range: 18 hexes
Fire Control: +0/+0/-
Cost: 13 points each

SPECIAL NOTES

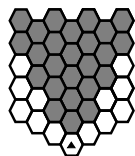
Atmospheric Capable
Hyperdrive (Delay 20 turns)
Can carry up to 6 torpedoes,
and launch up to two per turn.

POWER RULES

Extra power may be directed towards either weapons, shields or engines during the power allocation segment. The various effects are as follows:
Weapons: Ignore the reduced damage due to consecutive turns of weapons fire.
Shields: +2 recharge
Engines: +2 thrust

SHIELD RULES

Shields recharge at start of power allocation segment. Shields may be set forward, aft or even during the power allocation segment of a turn. When even, shields have a breach value of one-half the starting value for the turn. When fore/aft, the full value may be used but only for fire coming from respective arc.



ARMOR



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 #	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6	Initiative	Speed	Shields	Power	Thrust Used	Jinking	Torpedoes
Flight #1									F	W			
Flight #2									F	W			
Flight #3									F	W			
Flight #4									F	W			