

Rebel B-Wing Heavy Assault Fighters

SPECS

Class: Super-Heavy Ftrs
In Service: A long time ago
Point Value: 145 each
Ramming Factor: 42
Jinking Limit: 4 Lvl's

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: n/a
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 9(8)
Stb/Port Defense: 10
Free Thrust: 8
Offensive Bonus: +5
Initiative Bonus: +15

Weapon Data

Auto Blaster
Number of Guns: 2 (Linked)
Class: Laser
Damage: 1d6+2
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

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

Proton Torpedo
Cost: 12 combat points
Class: Ballistic
Damage: 15
Max Range: 8 Hexes
Fire Control: n/a



ARMOR



Shields



SPECIAL NOTES

Can carry 12 Torpedos
Launch max. 2 per turn
Torpedo guidance system
Atmospheric
Locked-onto as individual units.
Jump Delay: 10 Turns
Fwd/Aft Defense = 8, if S-foils shut.

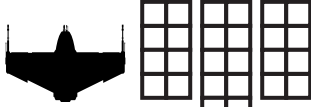
Medium Ion Cannon

Number of Guns: 3(Linked)
Class: Electromagnetic
Damage: 1D6
Range: -2 per Hex
Fire Control: n/a
Rate of Fire: Once per turn
Special: If combined ion damage is twice as high as armor of penetrated system, system shuts down during following turn.
Reroll, if structure is hit.
Double damage vs shields

At begin of turn, shields can be divided at will(rear to front for example)

Flight Level Combat
Do not use flight level combat for this unit.

Fighter # 1



Dropped Out
Ftr Destroyed

Target	Initiative	Speed
Torpedos	Thrust Used	Jinking

Power

- ☐ Linked(Auto bl.+ Laser Cannon)
- ☐ Std.(Auto Bl./ Ion Cannons, L.Cann.)
- ☐ Laser Cann. off all off

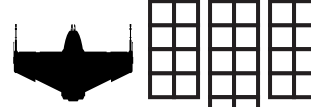
Shields

- ☐ Full (Shields: 2)
- ☐ Normal (S: 1)
- ☐ Stand by (/)
- ☐ Off (Uncharged)

Thrust

- ☐ Full Power(11)
- ☐ High (9)
- ☐ Medium (8)
- ☐ Low (5)

Fighter # 2



Dropped Out
Ftr Destroyed

Target	Initiative	Speed
Torpedos	Thrust Used	Jinking

Power

- ☐ Linked(Auto bl.+ Laser Cannon)
- ☐ Std.(Auto Bl./ Ion Cannons, L.Cann.)
- ☐ Laser Cann. off all off

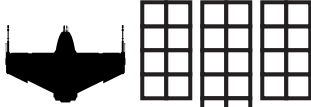
Shields

- ☐ Full (Shields: 2)
- ☐ Normal (S: 1)
- ☐ Stand by (/)
- ☐ Off (Uncharged)

Thrust

- ☐ Full Power(11)
- ☐ High (9)
- ☐ Medium (8)
- ☐ Low (5)

Fighter # 3



Dropped Out
Ftr Destroyed

Target	Initiative	Speed
Torpedos	Thrust Used	Jinking

Power

- ☐ Linked(Auto bl.+ Laser Cannon)
- ☐ Std.(Auto Bl./ Ion Cannons, L.Cann.)
- ☐ Laser Cann. off all off

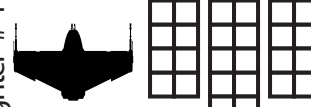
Shields

- ☐ Full (Shields: 2)
- ☐ Normal (S: 1)
- ☐ Stand by (/)
- ☐ Off (Uncharged)

Thrust

- ☐ Full Power(11)
- ☐ High (9)
- ☐ Medium (8)
- ☐ Low (5)

Fighter # 4



Dropped Out
Ftr Destroyed

Target	Initiative	Speed
Torpedos	Thrust Used	Jinking

Power

- ☐ Linked(Auto bl.+ Laser Cannon)
- ☐ Std.(Auto Bl./ Ion Cannons, L.Cann.)
- ☐ Laser Cann. off all off

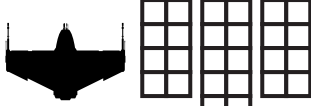
Shields

- ☐ Full (Shields: 2)
- ☐ Normal (S: 1)
- ☐ Stand by (/)
- ☐ Off (Uncharged)

Thrust

- ☐ Full Power(11)
- ☐ High (9)
- ☐ Medium (8)
- ☐ Low (5)

Fighter # 5



Dropped Out
Ftr Destroyed

Target	Initiative	Speed
Torpedos	Thrust Used	Jinking

Power

- ☐ Linked(Auto bl.+ Laser Cannon)
- ☐ Std.(Auto Bl./ Ion Cannons, L.Cann.)
- ☐ Laser Cann. off all off

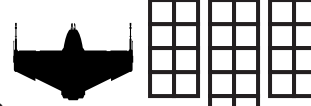
Shields

- ☐ Full (Shields: 2)
- ☐ Normal (S: 1)
- ☐ Stand by (/)
- ☐ Off (Uncharged)

Thrust

- ☐ Full Power(11)
- ☐ High (9)
- ☐ Medium (8)
- ☐ Low (5)

Fighter # 6



Dropped Out
Ftr Destroyed

Target	Initiative	Speed
Torpedos	Thrust Used	Jinking

Power

- ☐ Linked(Auto bl.+ Laser Cannon)
- ☐ Std.(Auto Bl./ Ion Cannons, L.Cann.)
- ☐ Laser Cann. off all off

Shields

- ☐ Full (Shields: 2)
- ☐ Normal (S: 1)
- ☐ Stand by (/)
- ☐ Off (Uncharged)

Thrust

- ☐ Full Power(11)
- ☐ High (9)
- ☐ Medium (8)
- ☐ Low (5)