

# A-Wing Assault Fighter

## SPECS

Class: Medium Fighter  
In Service: A long time ago  
Point Value: 48 each  
Ramming Factor: 14  
Jinking Limit: 8 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: 7  
Free Thrust: 13  
Offensive Bonus: +6  
Initiative Bonus: +18

## Weapon Data

Laser Cannon  
Number of Guns: 2(Linked)  
Class: Laser  
Damage: 1D6+3  
Range Penalty: -2 per hex  
Fire Control: n/a  
Rate of Fire: 2 per turn  
Intercept Rating: -2

Concussion Missiles  
Cost: 10 Combat Points  
Class: Ballistic  
Damage: 8  
Max Range: 15 Hexes  
Fire Control: n/a  
Intercept Rating: n/a

**SPECIAL NOTES**  
Can carry 6 Missiles  
Launch rate 2 per turn  
Atmospheric capable  
Missile guidance system  
Jump Delay: 8 turns



## ARMOR



## Shields

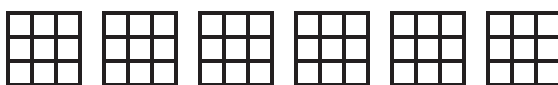


Flight Level Combat  
5 or more above = 0 Hit  
3-4 above = 1/6 Hit  
1-2 above = 1/3 Hit  
0-2 below = 1/2 Hit  
3-4 below = 2/3 Hit  
5-6 below = 5/6 Hit  
7 or more below = All Hit

Flight # 1



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



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

## Lasers

- ☐ Standard  
(2 Linked Lasers)
- ☐ 2 Linked Lasers  
per 2 turns
- ☐ all off

## Shields

Power  
Full (Shields:2)  
Normal (Shields:1)  
Stand by (/)  
Off (Uncharged,  
1 turn to recharge)  
Note: At begin of turn,  
shields can be  
divided at will (rear  
to front for example)

## Thrust

Power(Speed)  
☐ Full Power (16)  
☐ High (15)  
☐ Medium (13)  
☐ Low (9)

Flight # 2



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



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

## Lasers

- ☐ Standard  
(2 Linked Lasers)
- ☐ 2 Linked Lasers  
per 2 turns
- ☐ all off

## Shields

Power  
Full (Shields:2)  
Normal (Shields:1)  
Stand by (/)  
Off (Uncharged,  
1 turn to recharge)  
Note: At begin of turn,  
shields can be  
divided at will (rear  
to front for example)

## Thrust

Power(Speed)  
☐ Full Power (16)  
☐ High (15)  
☐ Medium (13)  
☐ Low (9)

Flight # 3



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



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

## Lasers

- ☐ Standard  
(2 Linked Lasers)
- ☐ 2 Linked Lasers  
per 2 turns
- ☐ all off

## Shields

Power  
Full (Shields:2)  
Normal (Shields:1)  
Stand by (/)  
Off (Uncharged,  
1 turn to recharge)  
Note: At begin of turn,  
shields can be  
divided at will (rear  
to front for example)

## Thrust

Power(Speed)  
☐ Full Power (16)  
☐ High (15)  
☐ Medium (13)  
☐ Low (9)

Flight # 4



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



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

## Lasers

- ☐ Standard  
(2 Linked Lasers)
- ☐ 2 Linked Lasers  
per 2 turns
- ☐ all off

## Shields

Power  
Full (Shields:2)  
Normal (Shields:1)  
Stand by (/)  
Off (Uncharged,  
1 turn to recharge)  
Note: At begin of turn,  
shields can be  
divided at will (rear  
to front for example)

## Thrust

Power(Speed)  
☐ Full Power (16)  
☐ High (15)  
☐ Medium (13)  
☐ Low (9)