long range; concussion missiles and other extreme range weapons are easily tracked by starfighters' sensor equipment, allowing an excellent chance of evasion. It is for these reasons that starfighter combat most often takes place within visual range.

The most effective method of achieving surprise is to drop in close to your enemy from hyperspace. This tactic is commonly employed by Alliance pilots, and it is both extremely rewarding and extremely dangerous.

Sensors cannot operate from out of hyperspace to scan the intended target. Therefore, when Rebel ships employ this tactic they are attacking "blind," relying on intelligence reports of the enemy's position, course and composition. If intelligence reports are accurate, and the attacking Rebel squadron achieves the desired surprise, the raid can be devastating. But, if the Imperials are prepared for such an attack or have changed course or position, the result could be disastrous for the Rebels.

Scanning in Formation

There was an age old saying among pilots of the Clone Wars: "The first to spot the enemy wins." While this may be a slight exaggeration, spotting the enemy first does give a pilot the initiative. In battle, initiative is everything.

To improve their chances of first detection and thus winning the initiative, starfighters fly in formations which allow their sensors to work together in the most efficient manner possible.

In formation, the pilot has two tasks. The first is to monitor his own detection systems, and the second is to keep a visual lookout for any enemy ships which may have evaded the formation's detection net.

Deciding to Attack

When a formation of fighters is detected, a decision must be made whether or not to attack. Ideally, this decision is made by a flight controller, who should have a better overall picture of the battle's tactical situation than the pilots.

For a controller, the battle is a game of probabilities: he knows the tactical situation; he knows his ships' capabilities and can make good guesses about his opponents'. He judges the odds of success and the price of failure; if the odds are in his favor and the price of failure acceptable, he sets up his ships in the most advantageous position he can and lets them go.

For the pilot or wing commander without a flight controller and therefore without a clear picture of the battle, the decision is not so clear-cut. When his sensors pick up an enemy, he has to answer some difficult questions very quickly: Does the contact pose an immediate threat? What are his squadron's chances of surviving an engagement with the contact? What support is available?

Getting any of these questions wrong can mean not only the pilot's personal death, but also make him the cause the deaths of his comrades.

Stage Two: Closing

If the decision to engage is made, the pilot must attempt to attain an advantageous position for his attack run. This stage of battle is known as "closing."

Speed and Concealment

The two essential elements to a successful closing are speed and concealment. Both aid in limiting the amount of time the opponent has to react to the attack. High speed is useful for another reason, as well. It increases the energy available to the fighter for maneuver combat or disengagement, should either become necessary.

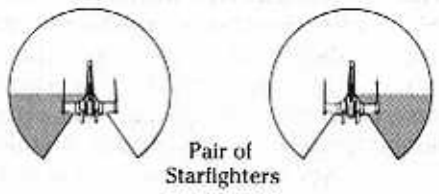
Because of the sophistication of Imperial sensor equipment, concealment is very difficult to achieve. Sensor jamming is usually attempted, but it screws up the jamming starfighter's equipment even more than its target, and the pilot has no idea how effective it is. Further, while it *may* blur the starfighter's exact location, it *will* alert everyone within a light year that there is an unfriendly starfighter somewhere in that area.

Combat Targeting Computer

The advanced tactical targeting computer employed by Alliance starships is designed to augment the pilot's firing skill. It takes only a small fraction of a second for a skilled pilot to center his sights upon his target and pull the trigger and an equally short time for his weapons to energize and fire, but, given the high speeds of modern starfighters, his target could have moved right out of his sights. Targeting computers compensate for the delay, charting the speed and course of the target and firing just slightly ahead of the point at which the pilot aims.

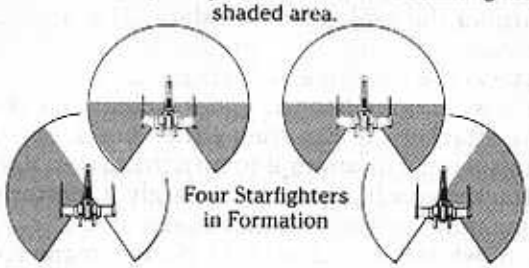
When firing manually, the pilot must judge these things for himself. This is an extremely difficult skill to master, particularly with high-speed, quick-turning targets such as the Imperial TIE Interceptor. A pilot who can judge the *angle of deflection* by eye without the aid of a targeting computer is a skilled flyer, indeed.

Scanning Responsibility in Formation



Pair of Starfighters

Pilots spend three quarters of their time scanning unshaded area, one quarter of their time scanning the shaded area.



Four Starfighters in Formation

Deception

Assuming that, as usual, concealment fails, there are other ways to surprise your opposition and maintain the initiative. Of these, deception is the most important.

Essentially, the pilots have to fool their opponents into believing that the attacker's objectives are different than what they really are, that there are more or fewer attackers than there really are, that the main assault is really a feint, that a feint is really the main assault, and so forth. The attackers must do the unexpected. For instance:

• The starfighters make their approach in a dangerously tight formation, which, for a while at least, appears as a single blip on an enemy's sensor screen. The formation stays together until the last possible moment — until they reach visual scanning range of the targets. Only then does the formation break up into individual ships. If carried off well (and no ship blunders into its wingmate) the enemy finds themselves facing much larger numbers of starfighters than they are prepared for.

• Attack in two wings, forcing the opposition to split up to meet both threats. When the enemy gets in range of one of the wings, they discover that it consists entirely of drone starfighters — completely harmless. The other wing has all the real ships in it, and the opposition suddenly finds itself for a short time very badly outnumbered.

• Send in one very large attack force to engage the enemy's starfighters. Once the ships are locked in battle and all of the enemy's reserve ships thrown in, send in a small force at top speed to make a run against the undefended battle control ship.

• Break your attack into three separate components. The first begins jamming the enemy's transmissions as soon as they are within range, drawing a great deal of attention to themselves by doing so. The second component goes in quietly, attacking from the other direction, using visual scanners only. The third waits.

The enemy must decide which threat is more dangerous, and split his forces accordingly. The attackers he chooses to concentrate upon turn tail and run, and the third attacking component joins the other force, once more hopefully gaining local superiority.

The possibilities are literally endless, particularly when you realize that the enemy can and will also be simultaneously attempting to deceive you.

Stage Three: Attack

The attack stage accounts for four out of every five starfighter kills. It is thus the single most decisive stage of starfighter combat.

Two factors affect the attack: the tactical situation and the capabilities of the vessels involved. Taking both of these into account, the attack must be launched from the best possible position at the best possible moment. If the attack is launched correctly, the attacker has a tremendous advantage. If not, he is in grave peril.

The head-on attack will result in a quick, decisive victory — for one pilot or the other, usually the one with the best ship and steadiest nerves. There is no subtlety in this attack, no finesse: both starships can fire at each other, both are relatively easy targets, and the one who gets in the first telling shot wins.

The best place from which to attack is astern (behind) your opponent. Your opponent cannot return fire, and, as there is little lateral movement, he is an easy target. This is a difficult posture to attain during the attack stage, unless the attacker has achieved a high level of tactical surprise during his closing run.

Deception in Attack

It is essential to the success of any attack to positively identify the type of enemy formation a pilot has encountered. If a lone ship is spotted, where is his wingman? A favorite Imperial ploy is to have one fighter trail some distance behind his wingman, waiting for an enthusiastic young

Alliance pilot to jump in behind the front TIE to attack it from the rear. If he does so, the Rebel has unknowingly lined himself up for a devastating attack by the trailing fighter.

Alliance pilots often use a somewhat more complicated strategy of deception, known as the "feint and backstab." In this technique, a decoy formation attacks in order to distract the enemy from the true attack.

For example: one flight of starfighters forms up for a head-on run in full view of enemy sensor surveillance, while a second flight skirts around behind the enemy, remaining outside sensor range. The first flight closes as if to attack, but breaks away before close range is reached. At the same time, the other flight closes from an advantageous position, ready to take advantage of the enemy's confusion. The diversionary flight stands by, ready to re-enter the fight if needed.

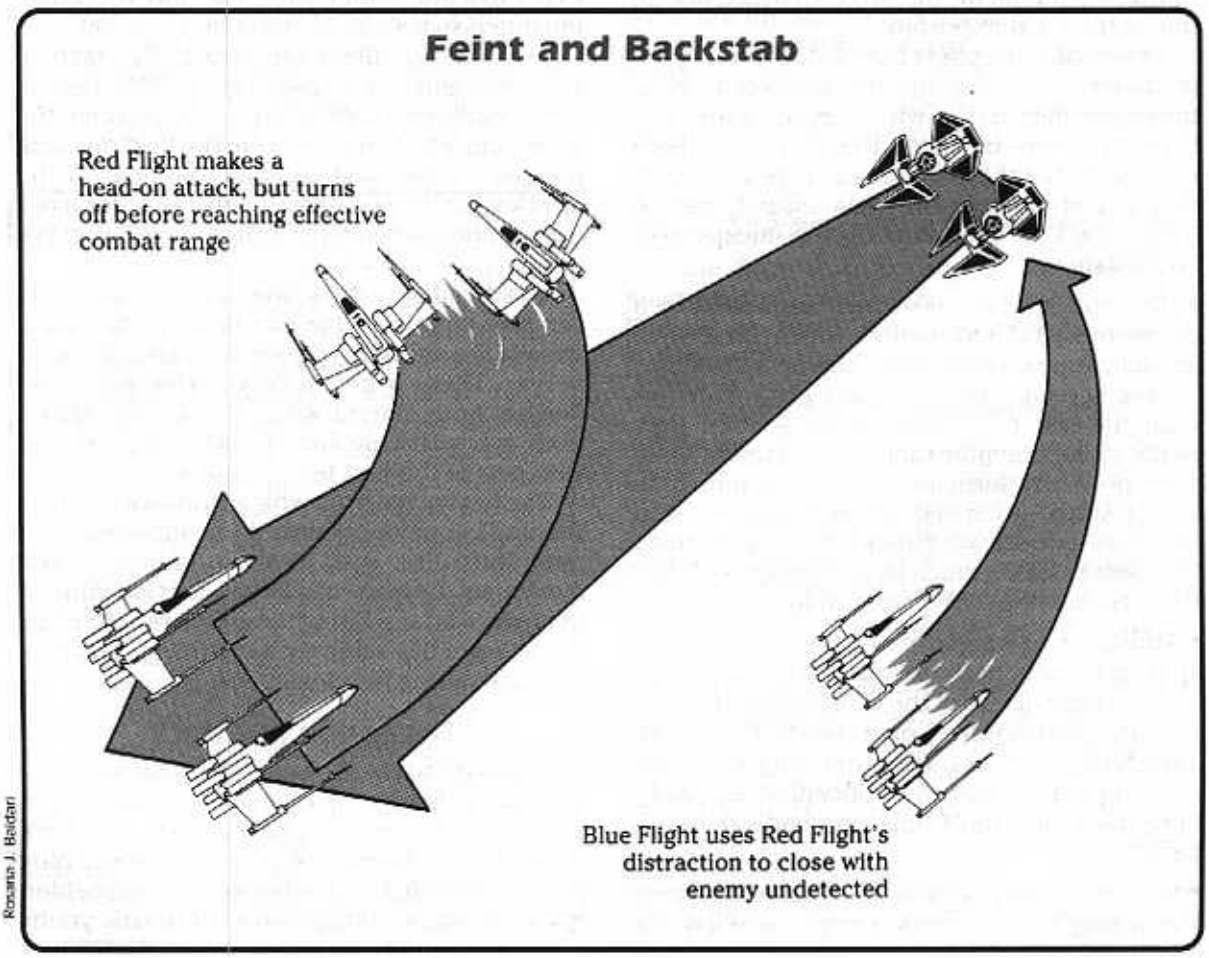
If they survive their first battle, pilots quickly learn never to take anything for granted.

Stage Four: Maneuver

The maneuver stage of combat occurs only when an attack fails and the starfighters begin jockeying for position. During maneuver combat, the experienced pilot will strive to deny his adversary the initiative. He knows that dogfights are more often lost than they are won; that is, the first pilot who makes a mistake loses. The pilot who holds the initiative can keep his opponent under constant pressure. The longer the pressure continues, the greater the stress on the defending pilot. Stress breeds mistakes.

The maneuver stage begins as soon as a pilot realizes that he is about to come, or is already under attack. His first priority is simple survival; turning the tables is secondary. The opening moves of the maneuver are defensive, with the attacker attempting to defeat the defender's evasive actions. If the defender is able to "shake" his attacker, he can then either break off the engagement or attempt to turn the tables; if the attacker can hang on, it is merely a matter of time until he destroys his opponent.

Most successful attacks during maneuver combat are made from astern. The closer an attacker angles in to the intended target's stern, the better shot he will get. Adar Tallon refers to this vulnerable target area as the "prime target cone."



Each maneuver has a counter-maneuver. It is the execution of the maneuver which is most important, not necessarily the quality of the starfighter itself. The most technically advanced fighter in the galaxy is only as good as its pilot.

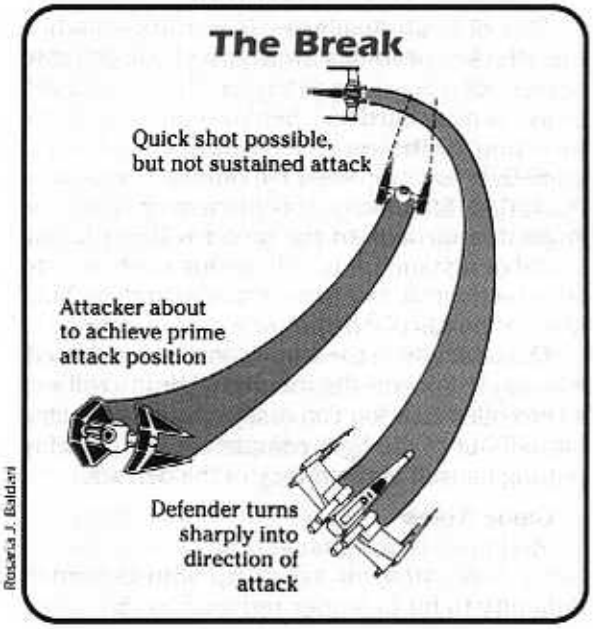
Maneuvers in the Game: When maneuvering, attackers and defenders roll opposed *piloting* skill rolls (normally *starfighter piloting*, but some vessels do use other skills) with their craft's maneuverability dice added. The ship with the higher number gains or retains the better attack position. For each maneuver described below, a difficulty modifier is shown.

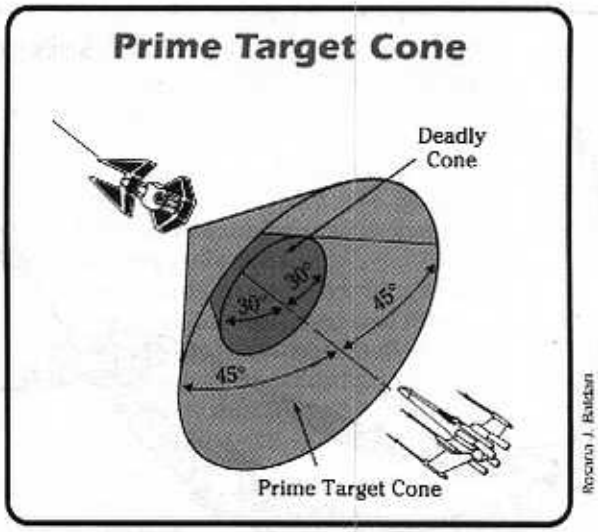
When attempting a maneuver, deduct the modifier from the skill roll for the participant listed (defender or attacker). If the number is still greater than the opponent's, the maneuver is successful. Success results are also listed, and are given as modifiers to the current round's combat rolls or the next round's maneuverability rolls.

The Break

This maneuver is used when an attacker is first detected as attempting to close in, or is already in the defender's prime target cone. Its purpose is to spoil the attacker's aim and cause his fighter to "overshoot" (move out in front of you, thus allowing you to move in behind him and into his prime target cone). To execute the break, the pilot turns his starfighter and cuts in his reverse thrusters.

The break is always made toward the direction of attack. Both the turn itself and the loss of speed forces the attacker to either overshoot or compensate by turning inside, which takes him out of the prime target cone.





The break does present the attacker with an opportunity to fire just as the defender sweeps across his sights, but this is a difficult shot and allows no sustained fire.

Game Notes:
Modifier: -5 for defender.
Success: Attacker's difficulty to hit defender increased by +5 and attacker's difficulty to to reacquire target increased by +5.

The Scissors

This is a series of sharp turn reversals performed in an attempt to get the attacker out in front of the defender and into a position of disadvantage.

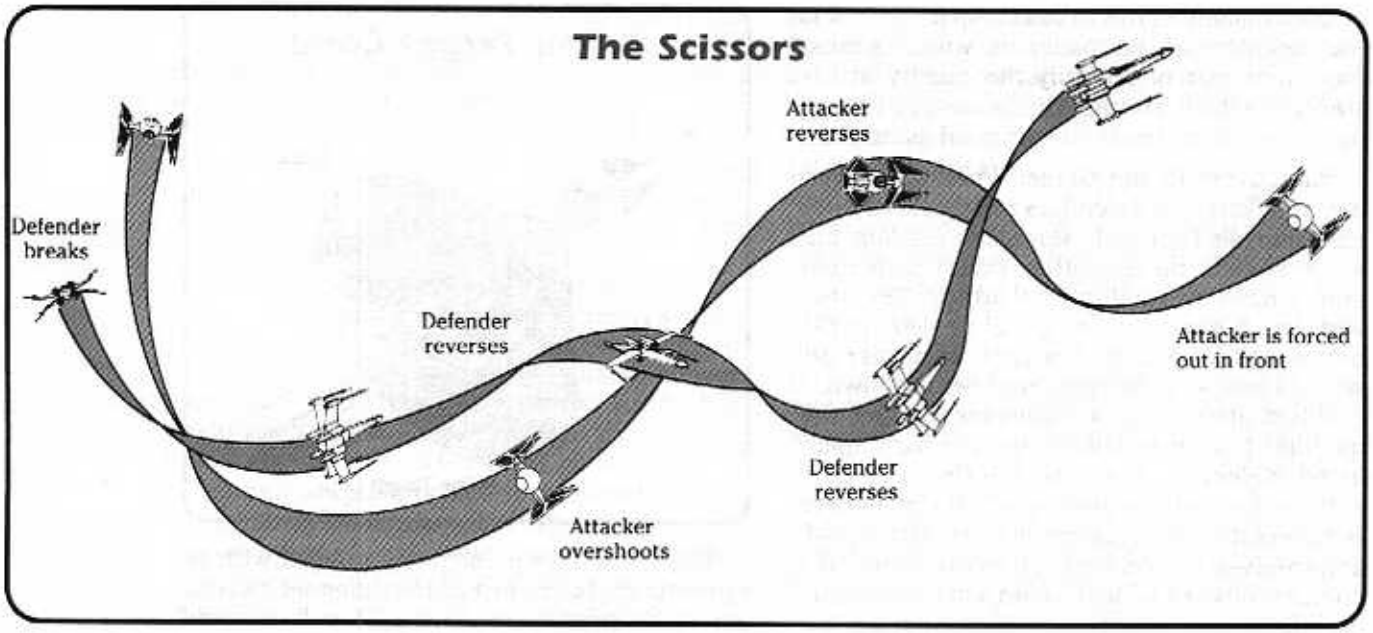
The initial turn reversal is made after the attacker has overshot (perhaps after a successful *break*). Timing is critical when performing a scissors maneuver. If one fighter turns too quickly, the other ship may drift wide more slowly and come up behind him.

This maneuver may become a stalemate, with neither fighter ending up behind the other. The winner in a scissors contest is usually the fighter which can reduce its forward velocity the most while making the sharp turn reversals, thus ending up behind his opponent.

Game Notes:
Modifier: -10 for defender.
Success: Defender becomes attacker, but difficulty to hit target is increased by +5 for next round.

Jinking

This is a defensive strategy designed to throw off the aim of an attacker who has achieved an excellent attack position (in the prime target cone). It is a series of random turns, slips, waggles and dives which will hopefully prevent the attacker from getting a target lock.

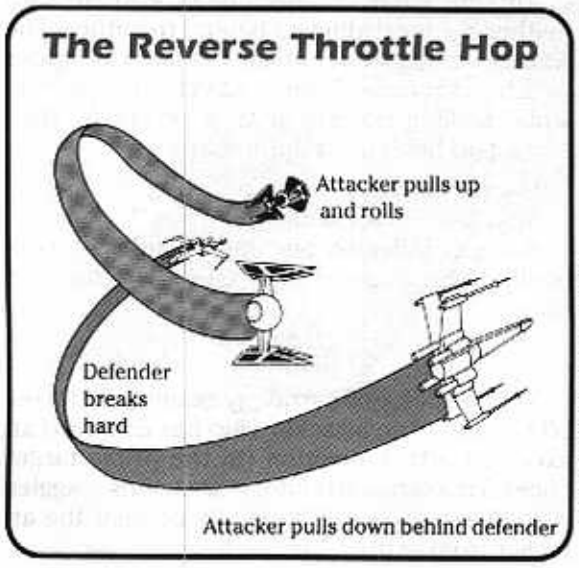


While the attacker is still able to retain his excellent advantage, the longer he is forced to concentrate on shooting at the opponent, the less aware he will become of what is going on around him, making him a prime target for other defending starfighters in the area.

Game Notes:
Modifier: -5 for defender.
Success: Attacker's difficulty to hit defender increases by +5.

The Reverse Throttle Hop

This maneuver is a way of retaining the advantage when the target breaks. As the defender goes into his break, the attacker pulls up above his opponent and decelerates. As the defender finishes his break, the attacker drops back down behind the defender, having performed a sort-of exaggerated "hop."



This is a very difficult maneuver to perform well. It requires split-second timing, precise execution, and a bit of intuition. If it is started too early, the defender will simply loop back and follow the attacker up, giving himself the advantage. If it is started too late, the attacker is in danger of overshooting and once again ending up in front of his opponent.

Game Notes:
Modifier: -15 for attacker.
Success: Attacker keeps up with defender, difficulty to hit defender reduced by -5.

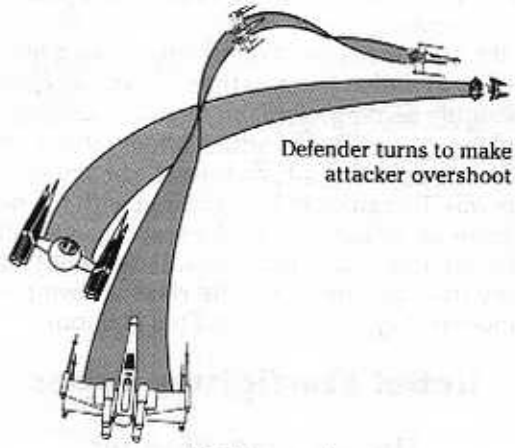
The Tallon Roll

This difficult maneuver is performed when the attacker becomes aware that he is going to overshoot a breaking defender. He comes level, pulls his nose hard up, then rolls *away* from the direction of the turn. This three-dimensional maneuver is completed by sliding in astern of the target. Effectively, this maneuver alters the angle of approach to the target without losing speed or distance. It is difficult for a defender to counter the roll, as it takes place entirely behind him and in his blind spot.

The difficulty of the maneuver is the roll itself. It is easy to become disoriented while in a roll and an unskilled attacker can easily overshoot, taking himself out of the fight completely and possibly putting himself at the mercy of the defender.

Game Notes:
Modifier: -10 for attacker.
Success: Attacker keeps up with defender, difficulty to hit defender reduced by -5.

The Tallon Roll



Maneuvering in Pairs

A single starfighter in a hostile environment is extremely vulnerable. Alliance starfighters operate in elements of two. "Battle spread" is the most commonly used pairs formation. In it, the two fighters fly side by side with a minimal distance between them.

A pair, working as a team, has the potential to be far more effective than two single starfighters each operating on its own. They guard each others' blind spots and hunt together as a coordinated unit.

Following are two of the more effective maneuvers for starfighters operating in pairs.

The Trap

The trap is the oldest, simplest, and still most effective trick in the book. If either fighter is attacked from behind, he turns hard in either direction. If the attacker follows, he is trapped by the second man.

The most effective defense against this maneuver is for the attacker to feint, pretending to follow the first man. As the second man slots in behind the attacker, he performs a full-throttle hop or a Tallon roll, forcing the second man to overshoot him. This leaves both defending fighters in front of the attacker.

Game Notes:
Modifier: -5 for defenders.
Success: Second defender's attack difficulty reduced by -5.

The Under Split

This maneuver involves some danger for the lead man, and should only be attempted if the lead starfighter can take a bit of punishment. In it, the lead man shoots out ahead of his wingman in full view of a pair of enemy fighters. As the enemy ships turn toward the lead man, his wingman crosses under unobserved and pulls up hard for a belly shot.

Trainee pilots are always taught to keep a sharp lookout for this type of decoy move. Unfortunately, in the heat of battle, the chance of a quick kill against an outnumbered opponent often drives out this training, leaving the starfighters at deadly peril.

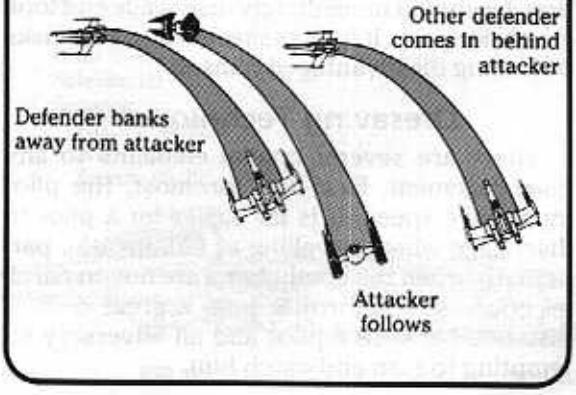
Game Notes:
Modifier: -10 for attacker.
Success: Second attacker's to hit difficulty reduced by -5.

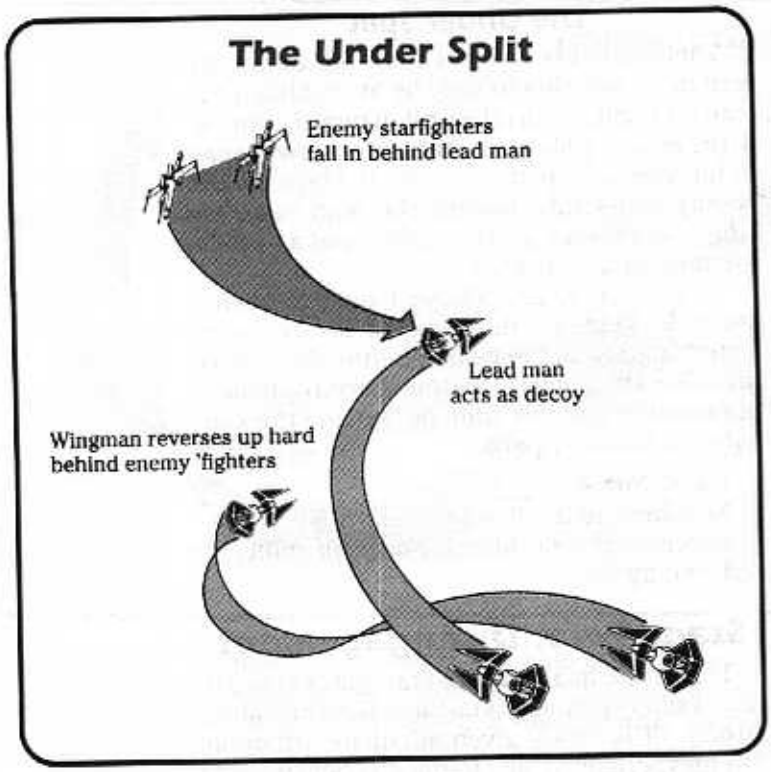
Stage Five: Disengagement

This is the final stage in starfighter combat. Adar Tallon's comments on the subject are rather strong: "It is rarely given adequate attention. The inexperienced pilot frequently believes that following an attack pass, particularly a successful one, the engagement is over and he can relax. This is dangerous nonsense."

Diminished vigilance at this final stage of combat is a recipe for disaster — particularly for Alliance pilots. This is because we almost always find ourselves outnumbered. In a typical quick-strike attack, the pilots cannot afford to dally, for fear of giving the Imperials too much time to regroup or gather reinforcements. If a pilot cannot disengage, he cannot make a clean jump into hyperspace. The longer he stays in the combat area, the more vulnerable he is to being swarmed by superior numbers of Imperial fighters.

The Trap





The ideal way to disengage is, of course, to destroy all the enemy. This is not always possible. A plan for disengagement should be considered before an attack is commenced. Angling-off at full-throttle following a full-throttle attack is the simplest method, and is effective if the attacker has not become engaged in a dogfight.

Getting free from a dogfight is much more difficult because the timing must be perfect. The best moment to break off from maneuver combat is when the situation is neutral, with neither starfighter having the positional advantage.

The words of Adar Tallon once again: "If a pilot is under enemy attack and manages to recover to a neutral position and disengage, he has won the engagement. If he is the assailant and his target manages to attain a neutral position, he should immediately disengage and look for easier prey. If he remains engaged, he risks becoming disadvantaged himself."

Lifesaving Techniques

There are several crucial elements to any disengagement. First and foremost, the pilot must have speed. It is far easier for a pilot to disengage when travelling at full-throttle, particularly when the combatants are not on parallel courses. Full-throttle puts a great deal of distance between a pilot and an adversary attempting to turn and catch him.

To make sure that the disengagement is clean, a pilot must attempt to maintain visual contact with his opponent. Attempting to disengage while unsure of an opponent's position could easily result in the opponent gaining a position of advantage.

If a pilot loses sight of his opponent while in a turning contest (such as the *scissors*), he should continue turning until he regains contact. If seeking to disengage while under attack, the pilot should always turn toward the enemy. In this way, he can meet his assailant with the best chance of angling-off and escaping after the attacker has taken his shots. If the pilot flies away from his opponent, he risks allowing the opponent to get on his tail. This is doom.

Rebel Starfighter Types

The Z-95 Headhunter

At one time, the Z-95 was the most common starfighter in the galaxy. Though unable to compete with the newer fighters, it is still widely used by mercenaries, private corporations and planetary governments who cannot afford (or are forbidden to purchase) the latest generation of vessels. There are no Z-95s in the Alliance Fleet (the Z-95 has no hyperdrive engines), but the Alliance still employs a few on defensive stations in low-risk sectors.

Although unable to compete with newer starfighters in performance or weaponry, the Z-95 is an extremely durable fighter, able to absorb damage with the best of them. In fact, Incom designers incorporated many of the Z-95's hull and ray-shielding features when creating the phenomenally successful X-wing starfighter.

Built with Incom's typical simplicity of design, the Z-95 is easily altered to suit different mission profiles. Typical modifications include additional weapons (usually ground-attack missiles), extended range, increased sublight speed, and better rear shielding. Attempts have been made to add hyperdrive engines, but that has been found to be entirely too costly to be worth the effort.

A two-seat training model of the Z-95 has been produced, as well. This lightly-armed craft is often used for ferrying runs in-system or between ships in a fleet.

Z-95 Starfighter

Craft: Incom/Subpro Z-95 Headhunter
Type: Multi-purpose starfighter, many variants
Scale: Starfighter
Length: 11.8 meters
Skill: Starfighter piloting: Z-95
Crew: 1
Crew Skill: Starfighter piloting 3D+2, starship gunnery

3D+2, starship shields 3D+1
Cargo Capacity: 85 kilograms
Consumables: 1 day
Cost: 45,000 (used, as equipped; no longer available new)
Maneuverability: 1D
Space: 7
Atmosphere: 400; 1,150kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 25/1D
Search: 40/2D
Focus: 1/2D
Weapons:
Two Triple Blasters (fire -inked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7KM
Damage: 3D
Concussion Missiles
Fire Arc: Front
Skill: Missile weapons: concussion missiles
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 7D

Rebel Z-95XT Trainer

Craft: Incom/Subpro Z-95XT
Type: In-system courier/training vessel
Scale: Starfighter
Length: 12.2 meters
Skill: Starfighter piloting: Z-95
Crew: 1
Crew Skill: Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1
Passengers: 1
Cargo Capacity: 200 kilograms
Consumables: 1 week
Cost: 49,860 (as modified)
Maneuverability: 1D
Space: 6
Atmosphere: 350; 1,000 KMH
Hull: 4D
Shields: 1D+2
Sensors:
Passive: 15/0D
Scan: 25/1D
Search: 40/2D
Focus: 1/2D
Weapons:
Two Triple Blasters (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7KM
Damage: 3D

The Y-Wing Starfighter

The Y-wing is perhaps the most versatile of all Rebel starfighters. With slight modifications or different model configurations, this ship is capable of handling virtually any mission. This flexibility is a valuable asset to the Rebellion, since they cannot afford to invest in many specialized ships. (The highly specialized A- and B-wing fighters are produced in quite limited numbers.)

The Alliance employs two basic Y-wing models, the BTL-A4 and the BTL-S3. The S3 is the two-man variant. It has superior shields to the A4, as well as better accuracy with its ion cannon (directly controlled by the gunner).

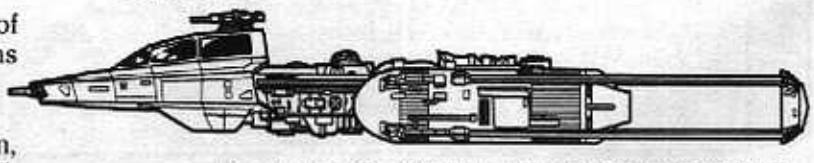
The A4 also has a special variant known as the Y-wing *Longprobe* (model designation BTL-A4 Y-wing (LP)). It is modified for deep-space missions with longer in-flight time. Whereas the S3 has no nav computer for making calculations for hyperspace (it relies on a R2 unit with pre-set coordinates instead), the *Longprobe* is equipped with a sophisticated model capable of unlimited jumps, so the R2 unit can concentrate on in-flight maintenance.

Because of the power drain of its stronger hyperdrive engines, the *Longprobe* loses some of its deflector shield strength, though the hull is reinforced to compensate.

The standard S3 Y-wing holds a weapons officer who sits behind the pilot, and he has manual control of the ion cannon turret. In the *Longprobe*, the space is taken up by a nav computer and hyperdrive back-up units. The *Longprobe* pilot must fix his ion cannon in one position (usually directly forward), and cannot make use of the turret's rotation capabilities.

Y-wing Longprobe

Craft: Koensayr BTL-A4 Y-wing (LP)
Type: Long-range reconnaissance fighter
Scale: Starfighter
Length: 16 meters
Skill: Starfighter piloting: Y-wing
Crew: 1 (plus astromech droid, can coordinate)
Crew Skill: Astrogation 3D+2, sensors 4D, starfighter piloting 4D+2, starship gunnery 4D+1, starship shields 3D
Cargo Capacity: 80 kilograms
Consumables: Three weeks
Cost: 142,000 (new), 73,500 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 KMH
Hull: 4D+1
Shields: 1D
Sensors:
Passive: 40/0D
Scan: 70/1D
Search: 80/2D



Koensayr's BTL-A4 Y-wing reconnaissance starfighter.

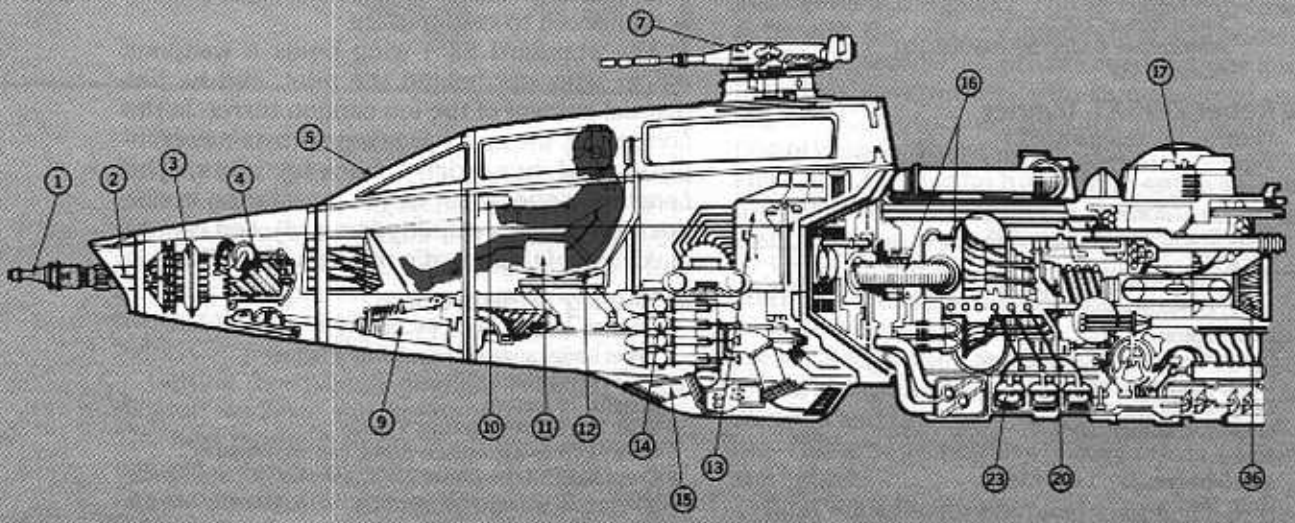
Illustrations by Rob Caswell

Koensayr Longprobe

BTL-A4 Y-Wing

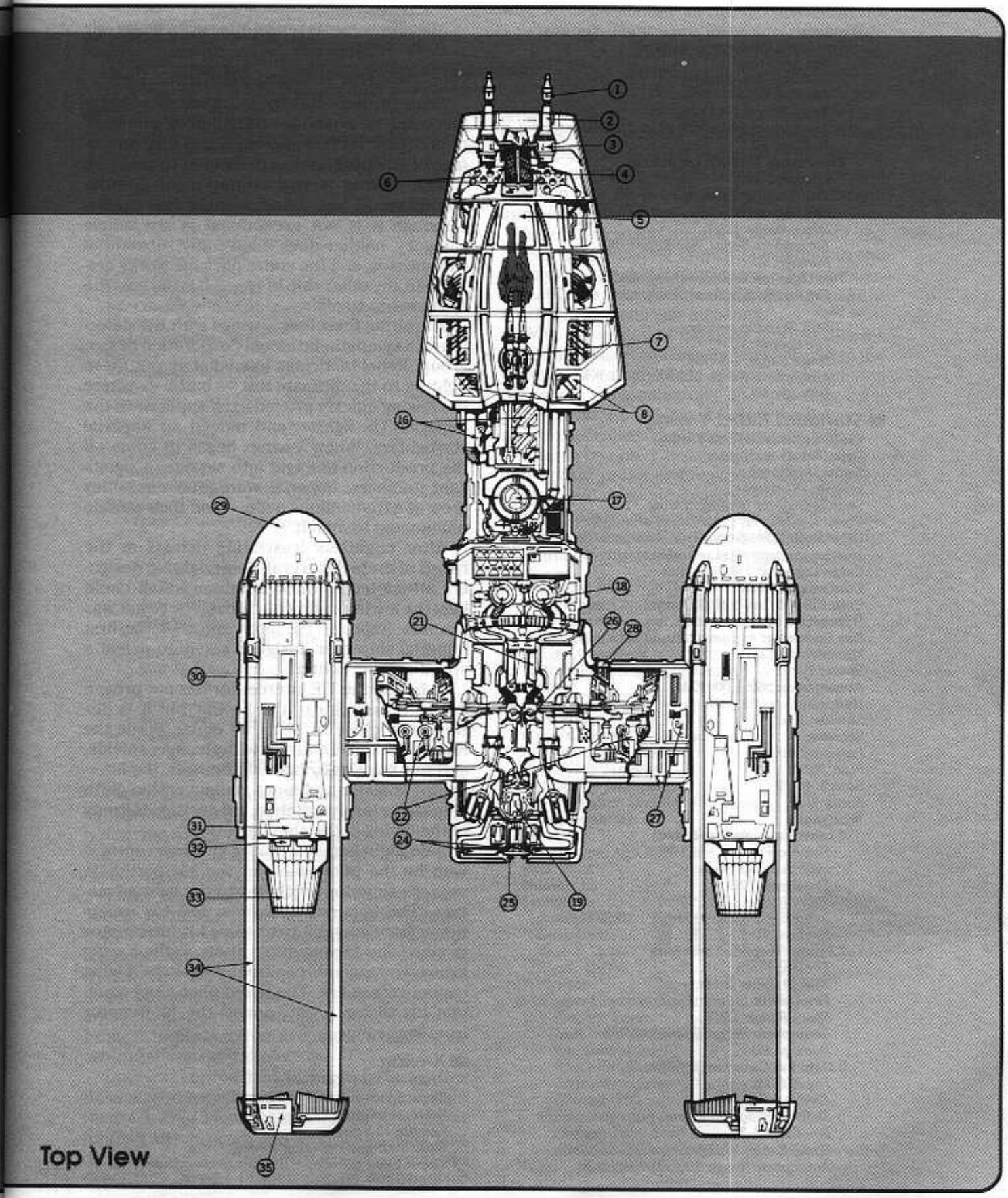
Long-Range Reconnaissance Fighter

Side View — Cockpit



Primary Components List

1. Laser Tip
2. Laser Barrel
3. Laser Actuator
4. Sensor Window
5. Canopy
6. Primary Sensor Array
7. Ion Cannon
8. Accelleration Compensators
9. Landing Gear
10. Tactical Control Console
11. Secondary Weapons Console
12. Guidenhauser Ejection Seat
13. Nav Computer & Hyperdrive Backup Unit
14. Proton Torpedo Magazine
15. Proton Torpedo Launcher
16. Life Support System
17. R-2 Unit
18. Novaldex Power Generator
19. Deflector Shield Generator
20. Power Converter
21. Stabilizer
22. Main Power Cells
23. Reserve Power Cells
24. Deflector Ducts
25. Rear Sensor
26. Hyperdrive Unit
27. Power Coupling
28. Deflector Screen Projector
29. Long-Range Sensor Array
30. Ion Fission Chamber
31. Turbo Impellor
32. Turbo Generator
33. Exhaust Nacelle
34. Support Pylons
35. Disk Vectrals
36. Alluvial Damper



Top View

Focus: 4/3D
Weapons:
Two Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5KM
Damage: 5D
Two Proton Torpedo Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D
Two Light Ion Cannons (fire-linked)
Fire Arc: Must be fixed to one facing: front, left, right or back
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6KM
Damage: 4D

■ Standard Rebel Y-wing

Craft: Koensayr BTL-S3 Y-wing
Type: Attack starfighter
Scale: Starfighter
Length: 16 meters
Skill: Starfighter piloting: Y-wing
Crew: 1, gunner: 1, 1 astromech droid (can coordinate)
Crew Skill: Astrogation 3D+2, starfighter piloting 4D+2, starship gunnery 4D+1, starship shields 3D
Cargo Capacity: 110 kilograms
Consumables: One week
Cost: 135,000 (new), 65,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: Astromech droid stores 10 jumps
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 KMH
Hull: 4D
Shields: 1D+2
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5KM
Damage: 5D
2 Proton Torpedo Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D
2 Light Ion Cannons (fire-linked)
Fire Arc: Turret*
Crew: 1 (co-pilot)
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6KM
Damage: 4D
* Gun may be fixed to forward to be fired by pilot at only 1D *fire control.*

The X-Wing Fighter

Since the Rebellion began, the X-wing fighter has come to symbolize the Alliance's military philosophy: hit fast and hard, and take advantage of all opportunities presented to you.

The X-wing is the archetypical combat starfighter — fast, maneuverable and deadly. Although it is not exceptional in any single category, neither does it have any substantial weaknesses, and the entire package works better than any other ship in space. It is the best the Alliance has to offer.

Acquiring their first X-wings with the defection of a sympathetic Incom Corporation design group, Rebel tacticians immediately put these fighters to the ultimate test — battle — where the X-wing quickly proved itself superior to the Imperial TIE fighter, and indeed all Imperial starfighters. When X-wings began to come off the production line and into service in significant numbers, Imperial starfighter casualties grew at a tremendous pace — and their morale plummeted to match.

After countless frustrating defeats at the hands of these Rebel craft, Imperial ship designers attempted to build a fighter which could best the X-wing in single combat. The result was the new Imperial TIE Interceptor — the first Imperial ship ever designed solely to defeat a specific Rebel fighter.

In battle, the TIE Interceptor has not proven itself the superior of the X-wing, but it is distressingly close to being its equal. While the Rebel craft is still sturdier with stronger shields, and has marginally better firepower, the Interceptor is faster and more maneuverable. With ships this closely matched, the decision is firmly in the hands of the ship's pilots.

A dogfight between X-wing and Interceptor is won by the pilot who can use his particular vessel's superior attributes to the best advantage. The Imperial pilot must use his exceptional maneuverability to move his Interceptor in close and take multiple shots at the X-wing from advantageous positions where the X-wing cannot return fire. The Rebel pilot must maintain his distance and pound the Interceptor from long range.

■ X-wing

Craft: Incom T-65B X-wing
Type: Space superiority fighter
Scale: Starfighter
Length: 12.5 meters
Skill: Starfighter piloting: X-wing
Crew: 1 and astromech droid (can coordinate)