



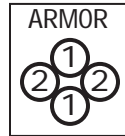
# Centaury Razarik Torpedo Fighters

**SPECS**  
 Class: Light Fighters  
 In Service: 2105  
 Point Value: 35 each  
 Ramming Factor: 14  
 Jinking Limit: 10 Lvl's

**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: 5  
 Free Thrust: 12  
 Offensive Bonus: +4  
 Initiative Bonus: +20

**WEAPON DATA**  
 Ultralight Particle Beam  
 Number of Guns: 2 (Linked)  
 Damage: 1d6+1  
 Range Penalty: -2 per hex  
 Fire Control: n/a  
 Rate of Fire: Once per turn  
 Light Ballistic Torpedo  
 Class: Ballistic  
 Damage: 2d6  
 Range Penalty: None  
 Max Range: 25 hexes  
 Fire Control: n/a  
 Rate of Fire: 2 per turn  
 Ammunition: Max 4/fighter  
 Cost: 8 points each



**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
Initiative	Speed	Thrust Used	Jinking	Notes	

**Flight #2**

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes	

**Flight #3**

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes	

**Flight #4**

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes	

**Flight #5**

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes	

**Flight #6**

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes	

**Flight #7**

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes	

**Flight #8**

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Initiative	Speed	Thrust Used	Jinking	Notes	