



Centauri Sentur Heavy Fighters



SPECS
Class: Hvy. Fighters
In Service: 2142
Point Value:
Ramming Factor:
Jinking Limit: 7 Levels

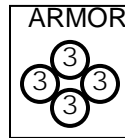
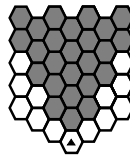
MANEUVERING
Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS
Fwd/Aft Defense: 7
Stb/Port Defense: 6
Free Thrust: 10
Offensive Bonus: +8
Initiative Bonus: +16

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

Paired Particle Beam
Number of Guns: 2 (Linked)
Damage: 1d6+5
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: 1 per 2 turns

SPECIAL NOTES
Cannot fire ult. beam and paired beam in the same turn.



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



Dropped Out
Ftr Destroyed

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

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Dropped Out
Ftr Destroyed

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

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Dropped Out
Ftr Destroyed

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

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Dropped Out
Ftr Destroyed

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

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Dropped Out
Ftr Destroyed

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

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Dropped Out
Ftr Destroyed

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

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Dropped Out
Ftr Destroyed

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

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Dropped Out
Ftr Destroyed

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

Initiative	Speed	Thrust Used	Jinking	Notes