



Commonwealth Centaur Tactical Fighter

SPECS

Class: Medium Fighter
In Service: ?
Point Value: ?
Ramming Factor: ?
Jinking Limit: 8

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: 9
Free Thrust: 12
Offensive Bonus: +5
Initiative Bonus: +19

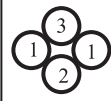
WEAPON DATA

Ultra-Light AP Cannon
Number of Guns: 2 (linked)
Class: Anti-Matter
Damage: 1d6+6
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

Gravitic drive
Navigator ☐
Slip Capable
Slip Delay: 30 turns



ARMOR



	number of fighters						
hit roll	6	5	4	3	2	1	
5+ above =	0	0	0	0	0	0	
3-4 above =	1	1	1	1	0	0	
1-2 above =	2	2	1	1	1	0	
0-2 below =	3	3	2	2	1	1	
3-4 below =	4	3	3	2	1	1	
5-6 below =	5	4	3	3	2	1	
7+ below =	6	5	4	3	2	1	

Kinetic Kill ELS Missiles
Damage: 10
Class: Ballistic-2 Matter
Range Modifier: -1/hex after 5
Max Payload: 6
Launch Rate: up to 2/turn
Minimum Range: 0

Flight #1



Dropped Out
Ftr Destroyed

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes
				<input type="checkbox"/>

Flight #2



Dropped Out
Ftr Destroyed

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes
				<input type="checkbox"/>

Flight #3



Dropped Out
Ftr Destroyed

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes
				<input type="checkbox"/>

Flight #4



Dropped Out
Ftr Destroyed

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes
				<input type="checkbox"/>

Flight #5



Dropped Out
Ftr Destroyed

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes
				<input type="checkbox"/>

Flight #6



Dropped Out
Ftr Destroyed

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes
				<input type="checkbox"/>

Flight #7



Dropped Out
Ftr Destroyed

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes
				<input type="checkbox"/>

Flight #8



Dropped Out
Ftr Destroyed

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Initiative	Speed	Thrust Used	Jinking	Notes
				<input type="checkbox"/>