

Name:

Counter:

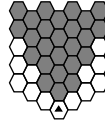
# WN TORPEDO BOAT

**SPECS**  
 Class: Super-Heavy Ftr  
 In Service: 1975  
 Point Value: 120 each  
 Ramming Factor: 30  
 Jinking Limit: 4 Levels

**MANEUVERING**  
 Turn Cost: 1/3 Speed  
 Turn Delay: 1/4 Speed  
 Accel/Decel Cost: 1 Thrust  
 Pivot Cost: 1 Thrust  
 Roll Cost: 1 Thrust

**COMBAT STATS**  
 Fwd/Aft Defense: 9  
 Stb/Port Defense: 10  
 Free Thrust: 9  
 Offensive Bonus: +6  
 Initiative Bonus: +12

**Special Notes:**  
 Can carry 8 missiles, and launch 2 per turn at the same or different targets  
 Includes Navigator  
 Atmospheric  
 Locked-onto as individual units




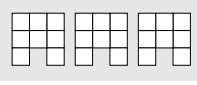
**Flight Level Combat**  
 Do not use flight level combat for this unit


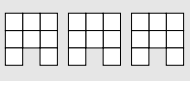
## WEAPON DATA


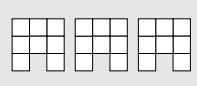
**Heavy Machine Gun**  
 Number of Guns: 2 (linked)  
 Class: Particle  
 Damage: 1d6+1  
 Range Penalty: -2 per hex  
 Fire Control: n/a  
 Rate of Fire: 2 per turn


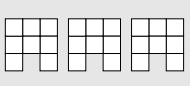
**Anti-Ship Torpedo**  
 Class: Ballistic  
 Mode: Standard  
 Damage: 2d6+6  
 Range Penalty: None  
 Max Range: 15 Hexes  
 Fire Control: +4/+3/+2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn


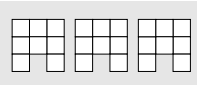
**Basic Fighter Missile**  
 Cost: 6 Combat Points  
 Class: Ballistic  
 Damage: 8  
 Max Range: 6 Hexes  
 Fire Control: n/a  
 Intercept Rating: n/a


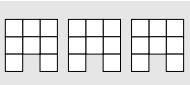
Target
To-Hit
<b>Fighter #1</b>


Dropped Out <input type="checkbox"/>
Ftr Destroyed <input type="checkbox"/>
Initiative
Speed
Thrust Used
Jinking
Notes


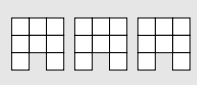
Target
To-Hit
<b>Fighter #2</b>


Dropped Out <input type="checkbox"/>
Ftr Destroyed <input type="checkbox"/>
Initiative
Speed
Thrust Used
Jinking
Notes


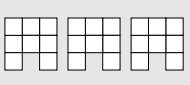
Target
To-Hit
<b>Fighter #3</b>


Dropped Out <input type="checkbox"/>
Ftr Destroyed <input type="checkbox"/>
Initiative
Speed
Thrust Used
Jinking
Notes


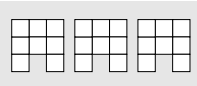
Target
To-Hit
<b>Fighter #4</b>


Dropped Out <input type="checkbox"/>
Ftr Destroyed <input type="checkbox"/>
Initiative
Speed
Thrust Used
Jinking
Notes


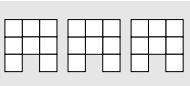
Target
To-Hit
<b>Fighter #5</b>


Dropped Out <input type="checkbox"/>
Ftr Destroyed <input type="checkbox"/>
Initiative
Speed
Thrust Used
Jinking
Notes

Target
To-Hit
<b>Fighter #6</b>


Dropped Out <input type="checkbox"/>
Ftr Destroyed <input type="checkbox"/>
Initiative
Speed
Thrust Used
Jinking
Notes

Target
To-Hit
<b>Fighter #7</b>


Dropped Out <input type="checkbox"/>
Ftr Destroyed <input type="checkbox"/>
Initiative
Speed
Thrust Used
Jinking
Notes

Target
To-Hit
<b>Fighter #8</b>


Dropped Out <input type="checkbox"/>
Ftr Destroyed <input type="checkbox"/>
Initiative
Speed
Thrust Used
Jinking
Notes

Target
To-Hit
<b>Fighter #9</b>


Dropped Out <input type="checkbox"/>
Ftr Destroyed <input type="checkbox"/>
Initiative
Speed
Thrust Used
Jinking
Notes

Target
To-Hit
<b>Fighter #10</b>


Dropped Out <input type="checkbox"/>
Ftr Destroyed <input type="checkbox"/>
Initiative
Speed
Thrust Used
Jinking
Notes