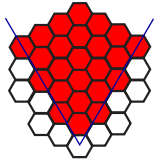


Gorith medium fighter Narn Regime

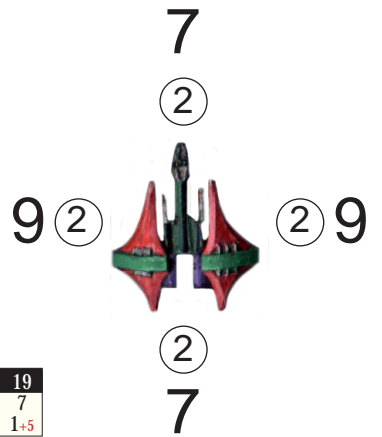


SPECS	
Class	Med Fig
Point value	40

COMBAT STATS	
Free thrust	12
Jinking levels	8
Offensive bonus	+5
Ramming	18

WEAPON	Type	Int	RoF	Mode	Range	Damage
Light particle beam	Particle	n/a	2	Std	-2 / hex	d 6+3

Speed (accn) (1)	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Turn cost	1/3	2	2	3	3	3	4	4	4	5	5	5	6	6	7
No. of turns	3+6	3+6	3+3	3+3	3+3	3	3	3	3	2+2	2+2	2+2	2	2	1+5



	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
1														
	Dropped out / Destroyed INITIATIVE+ 18													
	Speed													
	Slide													
	Pivot													
	Jinking													
Combat pivots available														
2														
	Dropped out / Destroyed INITIATIVE+ 18													
	Speed													
	Slide (change / final)													
	Pivot (change / final)													
	Jinking													
Combat pivots available														
3														
	Dropped out / Destroyed INITIATIVE+ 18													
	Speed													
	Slide (change / final)													
	Pivot (change / final)													
	Jinking													
Combat pivots available														
4														
	Dropped out / Destroyed INITIATIVE+ 18													
	Speed													
	Slide (change / final)													
	Pivot (change / final)													
	Jinking													
Combat pivots available														