

# Anubis Light Fighter

## SPECS

Class: Light Fighter  
 In Service: 2326  
 Point Value: Variable  
 Ramming Factor: 9  
 Jinking Limit: 10 Lvl

## MANEUVERING

Turn Cost: 1/3 Speed  
 Turn Delay: 0  
 Accel/Decel Cost: 1 Thrust  
 Pivot Cost: 2 Thrust  
 Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 6  
 Sth/Port Defense: 7  
 Free Thrust: 12  
 Offensive Bonus: +2  
 Initiative Bonus: +21

## WEAPON LOADOUTS

**Vasudan Light Laser**  
 Number of Guns: 1  
 Class: Laser  
 Damage: 1d3  
 Range Penalty: -2 per hex  
 Fire Control: n/a  
 Intercept Rating: -2  
 (vs Slow Ballistic Only)  
 Rate of Fire: 1 per turn  
 Base Fighter Cost: 7 each  
*Special: -2 damage vs shields, minimum zero. Pre-Great War. Fighter does not have shields.*

## Avenger

Number of Guns: 1  
 Class: Particle  
 Damage: 1d6+1  
 Range Penalty: -2 per hex  
 Fire Control: n/a  
 Intercept Rating: -2  
 (vs Slow Ballistic Only)  
 Rate of Fire: 1 per turn  
 Base Fighter Cost: 25 each

## Disruptor

Number of Guns: 1  
 Class: Particle  
 Damage: 1d6  
 Range Penalty: -2 per hex  
 Fire Control: n/a  
 Intercept Rating: -2  
 (vs Slow Ballistic Only)  
 Rate of Fire: 1 per 2 turns  
 Base Fighter Cost: 22 each  
 Pre-Shield Cost: 5 each  
*Special: Structure Armor is doubled against Disruptor and damage is halved versus shields.*

## MISSILE LOADOUTS

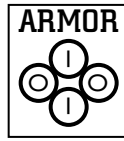
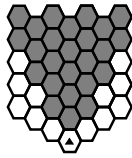
**MX-50**  
 Class: Ballistic  
 Damage: 3  
 Max Launch Range: 15 hexes  
 Fire Control: +0/+0/+1  
 Loadout (SBank A): 4  
 Cost: 2 points each  
*Special: Does not benefit from Fighter's Offensive Bonus. Can be fired at Double Rate from multiple Banks.*

## Fury

Class: Particle  
 Mode: Raking (4)  
 Damage: 1d6+4  
 Range Penalty: -2 per hex  
 Fire Control: n/a  
 Intercept: n/a  
 Loadout (SBank A): 2  
 Cost: 2 points each  
*Special: Does not benefit from Fighter's Offensive Bonus*

## Hornet

Class: Ballistic  
 Damage: 1d6+4  
 Max Launch Range: 13 hexes  
 Fire Control: +0/+0/+2  
 Loadout (SBank A): 4  
 Cost: 7 points each



## SPECIAL NOTES

Jump Delay: 26 Turns  
 -2 Dropout Bonus. Can fire 2 missiles from same bank per turn. Ignores weapon restrictions for firing missiles. Fighters roll to hit separately. Damaged ftrs hit randomly.

### Shielding System

May boost shield recharge to 3 by deactivating main guns (declared in power segment). May fire missiles as normal on same turn.

### Thrust Restriction

Only six thrust can be used for accel/decel per turn.

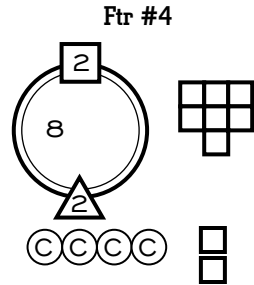
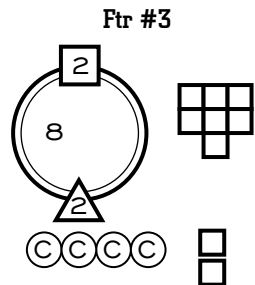
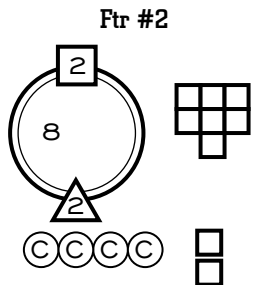
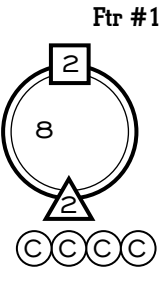
### Countermeasures

Intercept Rating: -3 vs Ballistic  
 Rate of Fire: unlimited  
*Rules: When using multiple countermeasures, uses are marked off evenly across flight unless attacking weapon specifically targets one fighter (ie Synaptic Bomb). Subject to intercept degradation.*

Flight #1



Dropped Out  
Ftr Destroyed

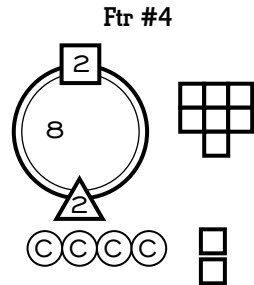
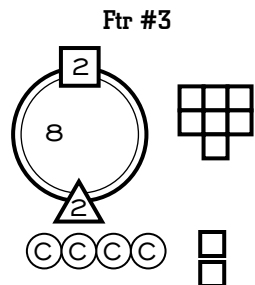
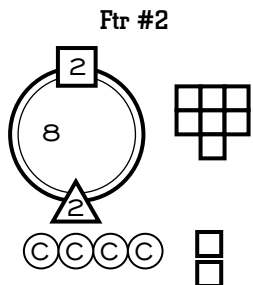
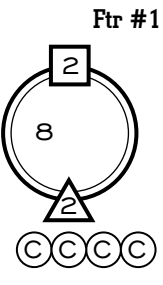


Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: _____
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Flight #2



Dropped Out  
Ftr Destroyed

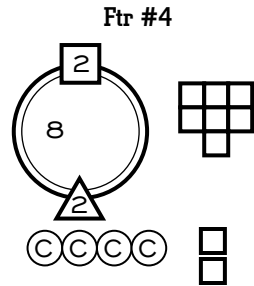
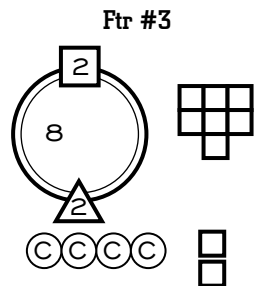
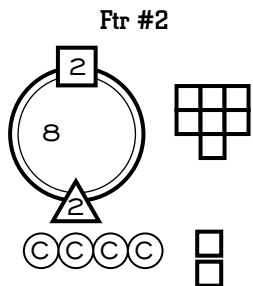
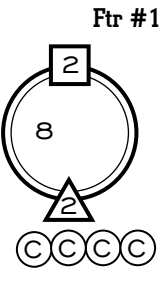


Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: _____
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Flight #3



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: _____
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