

# Horus Interceptor



## SPECS

Class: Light Fighter  
 In Service: 2329  
 Point Value: Variable  
 Ramming Factor: 8  
 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

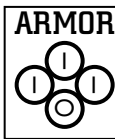
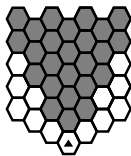
Fwd/Aft Defense: 5  
 Sth/Port Defense: 6  
 Free Thrust: 14  
 Offensive Bonus: +4  
 Initiative Bonus: +21

## WEAPON LOADOUTS

**Vasudan Light Laser**  
 Number of Guns: 2 (linked)  
 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: 12 each  
*Special: -2 damage vs shields, minimum zero. Pre-Great War. Fighter does not have shields.*

**Shielding System**  
 May boost shield recharge to 4 by deactivating main guns (declared in power segment). May fire missiles as normal on same 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.*



## 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.

## Prometheus

Number of Guns: 1 (linked)  
 Class: Particle  
 Damage: 1d5+2  
 Range Penalty: -2 per hex  
 Fire Control: n/a  
 Intercept Rating: -1  
 (vs Slow Ballistic Only)  
 Rate of Fire: 1 per turn

## AND ONE OF:

**Avenger**  
 Number of Guns: 1 (linked)  
 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: 36 each

**Flail**  
 Number of Guns: 1 (linked)  
 Class: Particle  
 Damage: 1d5+3  
 Range Penalty: -3 per 2 hexes  
 Fire Control: n/a  
 Intercept Rating: -1  
 (vs Slow Ballistic Only)  
 Rate of Fire: 1 per turn  
 Base Fighter Cost: 32 each  
*-1 Initiative Penalty to target ftr flight per weapon that hits. Penalty is applied next turn. Damage from Flail is only applied against shields.*

## MISSILE LOADOUTS

**Interceptor**  
 Class: Ballistic  
 Damage: 15  
 Max Launch Range: 12 hexes  
 Fire Control: +0/+0/-2  
 Loadout (SBank A): 2  
 Loadout (SBank B): 2  
 Cost: 9 points each  
*Special: Ship armor doubled versus Interceptor.*

**Phoenix V**  
 Class: Ballistic  
 Damage: 24  
 Max Launch Range: 17 hexes  
 Fire Control: -/-/-2  
 Loadout (SBank A): 1  
 Loadout (SBank B): 1  
 Cost: 15 points each  
*Special: Firing flight must have higher initiative than target flight to fire Phoenix.*

**EMP Missile**  
 Class: Proximity (EM)  
 Damage: 5  
 Max Range: 13 hexes  
 Fire Control: -/-/-  
 Loadout (SBank A): 2  
 Loadout (SBank B): 2  
 Cost: 4 points each  
*Special: Damage applied to all ftrs in one flight of attacker's choice in impact hex. Effects - All fighters in impact hex: Next turn offensive bonus halved to zero, -4 initiative. No missiles except MX-50 and Fury.*

Ftr #1

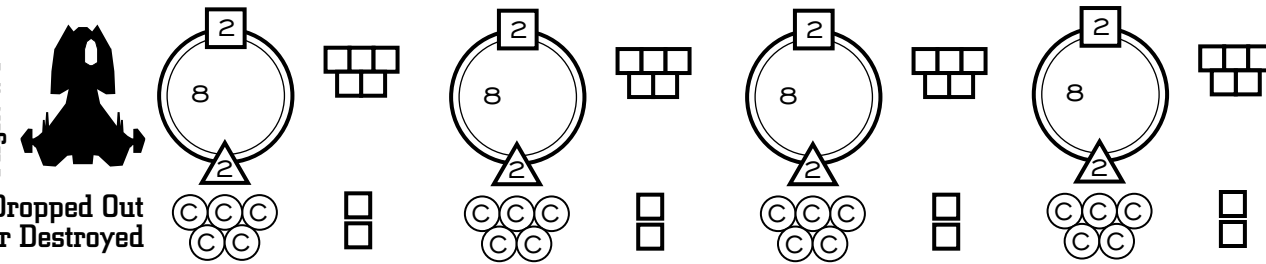
Ftr #2

Ftr #3

Ftr #4

Flight #1

Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: <input type="checkbox"/> <input type="checkbox"/>
					SBank B: <input type="checkbox"/> <input type="checkbox"/>

Ftr #1

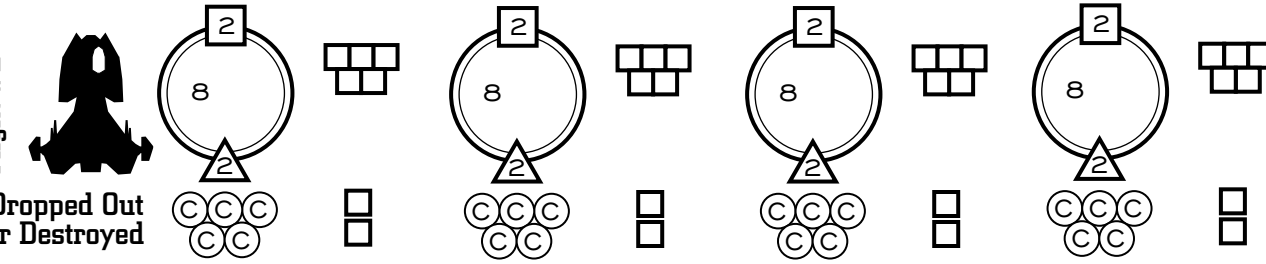
Ftr #2

Ftr #3

Ftr #4

Flight #2

Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: <input type="checkbox"/> <input type="checkbox"/>
					SBank B: <input type="checkbox"/> <input type="checkbox"/>

Ftr #1

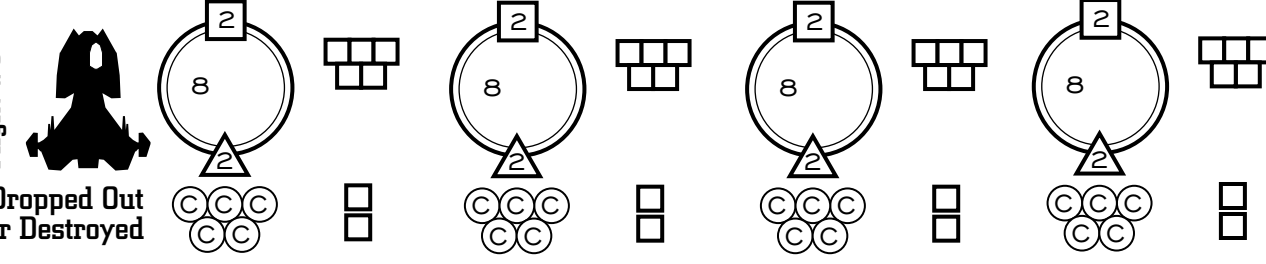
Ftr #2

Ftr #3

Ftr #4

Flight #3

Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: <input type="checkbox"/> <input type="checkbox"/>
					SBank B: <input type="checkbox"/> <input type="checkbox"/>