

Horus Interceptor



SPECS

Class: Light Fighter
 In Service: 2352
 Point Value: Variable
 Ramming Factor: 11
 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

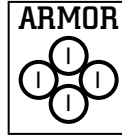
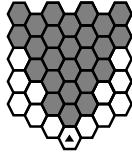
Fwd/Aft Defense: 5
 Sth/Port Defense: 6
 Free Thrust: 14
 Offensive Bonus: +4
 Initiative Bonus: +21

WEAPON LOADOUTS

Mekhu HL-7
 Number of Guns: 2 (Linked)
 Class: Particle
 Damage: 1d6+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -4
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn
 Base Fighter Cost: 41 each

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: -4 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 Piranha Missile). Subject to intercept degradation.



SPECIAL NOTES

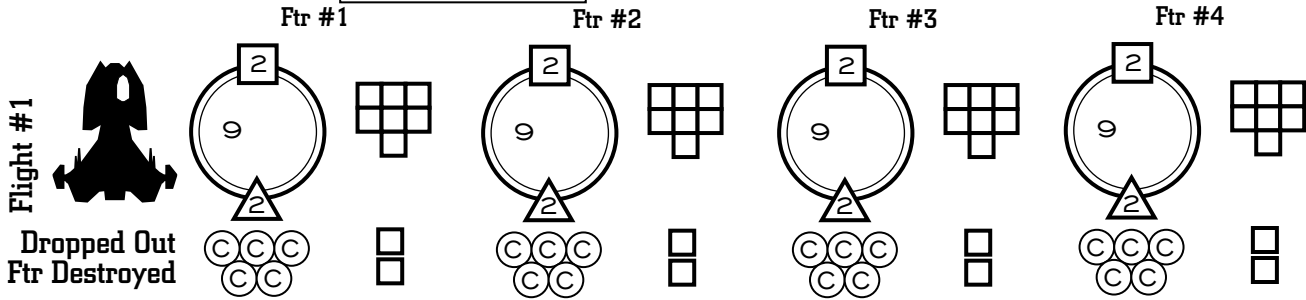
Jump Delay: 25 Turns
 -2 Dropout Bonus. Can fire 2 missiles from same bank per turn. Ignores weapon restrictions for firing missiles. Fighters roll to hit separately. Damaged ftrs hit randomly.

Mekhu HL-7
 Number of Guns: 1 (linked)
 Class: Particle
 Damage: 1d6+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -4
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn

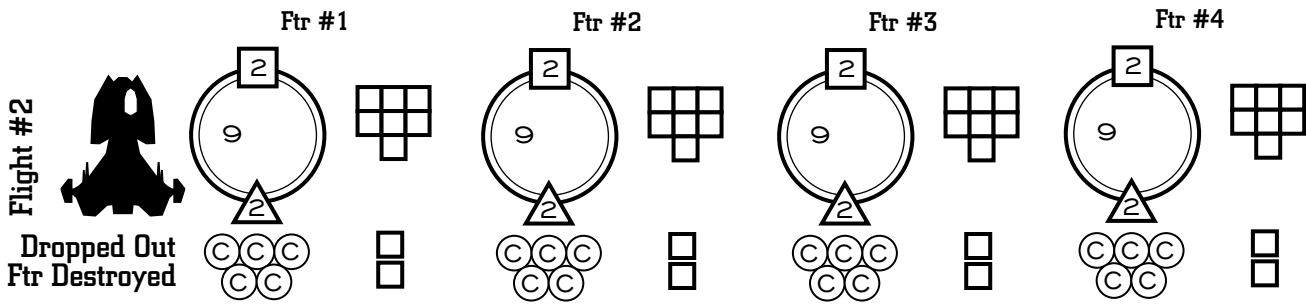
AND ONE OF:

Prometheus (S)
 Number of Guns: 1 (linked)
 Class: Particle
 Damage: 1d3+6
 Range Penalty: -1 per hex
 Fire Control: n/a
 Intercept Rating: -1
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per 2 turns
 Base Fighter Cost: 45 each
 In Service: 2367

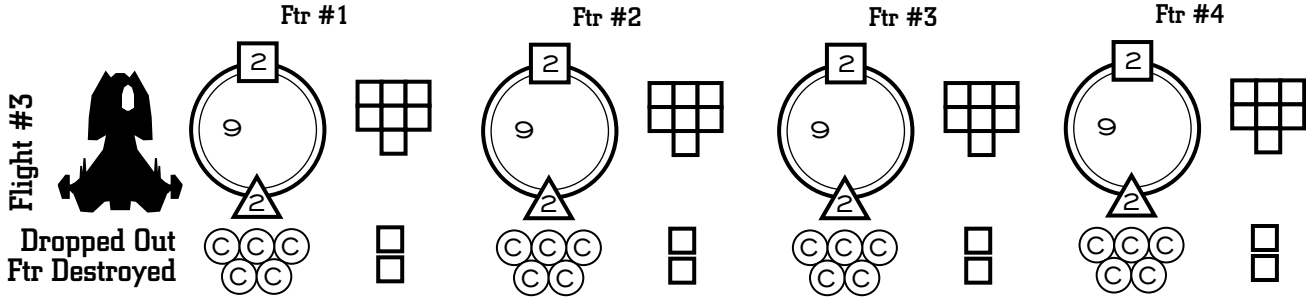
Morning Star
 Number of Guns: 1 (linked)
 Class: Particle
 Damage: 1d3+2
 Range Penalty: -1 per hex
 Fire Control: n/a
 Intercept Rating: -1
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn
 Base Fighter Cost: 39 each
 -2 Initiative Penalty to target ftr flight per weapon that hits.
 Penalty applied next turn.



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



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

MISSILE LOADOUTS

Rockeye
 Class: Ballistic
 Damage: 5
 Max Launch Range: 15 hexes
 Fire Control: +0/+0/+2
 Loadout (SBank A): 2
 Loadout (SBank B): 2
 Cost: 4 points each
Special: Does not benefit from Fighter's Offensive Bonus. Can be fired at Double Rate from multiple Banks.

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

Trebuchet
 Class: Ballistic
 Damage: 24
 Max Launch Range: 25 hexes
 Fire Control: -/-/+0
 Loadout (SBank A): 1
 Loadout (SBank B): 1
 Cost: 22 points each
Special: Firing flight must have higher initiative than target flight to fire Trebuchet.