

Thoth Space Superiority Fighter



SPECS
 Class: Light Fighter
 In Service: 2354
 Point Value: Variable
 Ramming Factor: 12
 Jinking Limit: 10 Lvl

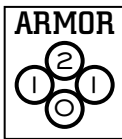
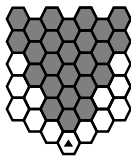
MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 2 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS
 Fwd/Aft Defense: 5
 Sth/Port Defense: 7
 Free Thrust: 10
 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: 33 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: 24 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

Akheton
 Number of Guns: 1 (linked)
 Class: Particle
 Damage: 1d6+5
 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: 29 each
Special: Structure Armor is doubled against Akheton and damage is halved versus shields.

Flight #1

Dropped Out Ftr Destroyed

Ftr #1 Ftr #2 Ftr #3 Ftr #4

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Flight #2

Dropped Out Ftr Destroyed

Ftr #1 Ftr #2 Ftr #3 Ftr #4

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Flight #3

Dropped Out Ftr Destroyed

Ftr #1 Ftr #2 Ftr #3 Ftr #4

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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MISSILE LOADOUTS
Rockeye
 Class: Ballistic
 Damage: 5
 Max Launch Range: 15 hexes
 Fire Control: +0/+0/+2
 Loadout (SBank A): 5
 Cost: 4 points each
Special: Does not benefit from Fighter's Offensive Bonus. Can be fired at Double Rate from multiple Banks.

Tempest
 Class: Particle
 Mode: Raking (5)
 Damage: 2d6+3
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept: n/a
 Loadout (SBank A): 5
 Cost: 4 points each
Special: Does not benefit from Fighter's Offensive Bonus

Harpoon
 Class: Ballistic
 Damage: 10
 Max Launch Range: 12 hexes
 Loadout (SBank A): 8
 Cost: 10 points each