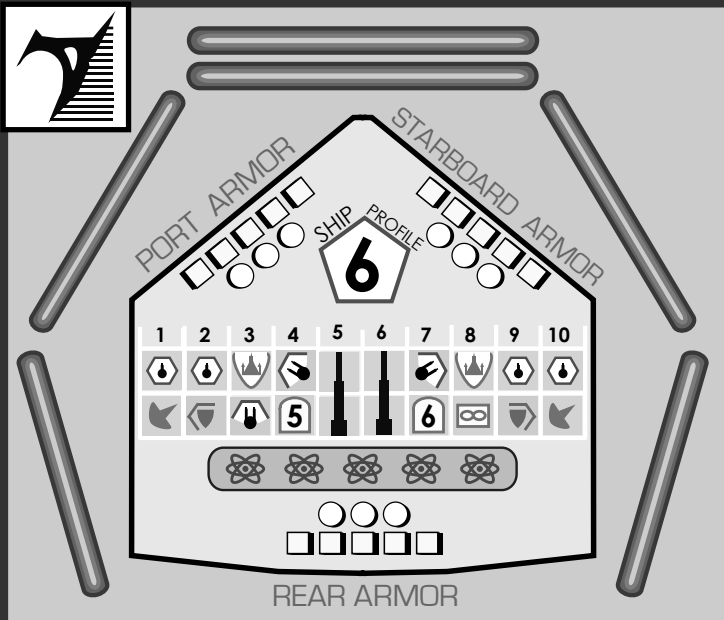


Ship Name: \_\_\_\_\_ Total Cost: **❖428**  
 Ship Cost: ❖326 Fighter Cost: ❖102

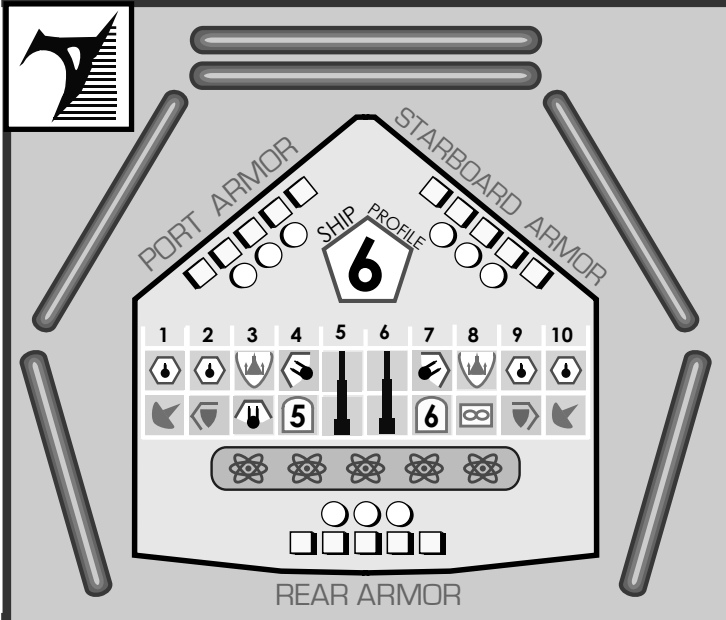
Ship Type: **Falcon class Avarian Cruiser**



**Fighter Complement:** \_\_\_\_\_  
 Standard make-up: 1 Light Fighter Group, 1 Heavy Fighter Group Bay B-3 \_\_\_\_\_ Bay B-8 \_\_\_\_\_

Ship Name: \_\_\_\_\_ Total Cost: **❖428**  
 Ship Cost: ❖326 Fighter Cost: ❖102

Ship Type: **Falcon class Avarian Cruiser**



**Fighter Complement:** \_\_\_\_\_  
 Standard make-up: 1 Light Fighter Group, 1 Heavy Fighter Group Bay B-3 \_\_\_\_\_ Bay B-8 \_\_\_\_\_

Avarian Fighter Stats					
Fighter Type	Movement	Point Defense Profile	Firepower (vs. ships)	# Intercept dice	Notes
				(vs. fighters and missiles)	
Avarian Light Fighters (Raven class fighters)	10	3	2	3	cost: ❖42 for 3 fighters
Avarian Heavy Fighters (Blue Jay class fighters)	8	3	2 attack rolls of FP: 3	1 die (defensive only)	cost: ❖48 for 3 fighters
When launched, fighters can move up to 3 hexes in the forward 3 arc (180°) of the launching ship. They still can still move their full movement during fighter movement phase Fighters can only fire once before needing to land and re-launch					