

Ship Name:

Total Cost: ♦1537

Ship Cost: ♦1249 Fighter Cost: ♦288

Ship Type: Gryphon class Avarian Super Galactic Dreadnought

**Fighter Complement:** Bay A-2\_\_\_\_\_ Bay A-3\_\_\_\_\_ Bay A-5\_\_\_\_\_ Bay A-6\_\_\_\_\_

Standard makeup: 4 Light Fighter Groups, 2 Heavy Fighter Groups Bay A-8\_\_\_\_\_ Bay A-9\_\_\_\_\_

### 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					