

# 0-1 GHOST (RELIC AVENGER)

CLASS: FIGHTER

24  
POINTS



<b>STRUCTURE</b>	2	<b>THROTTLE</b>	2	<b>MIN SPEED</b>	1
<b>TRANSPORT</b>	-	<b>ACE MANOEUVRES</b>	1-6	<b>MAX SPEED</b>	6
<b>FUEL</b>	-	<b>HANDLING</b>	2+	<b>MAX ALTITUDE</b>	4

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Avenger Bolt Cannon	Front	2-5-0	4+	UL	Extra Damage (6+)
Heavy Stubber	Rear, Up	1-1-0	5+	UL	Tail Gunner, Aerial Attack
Twin Lascannons	Front	0-2-1	2+	U	Extra Damage (6+)

**Special Rules:** Stealth (-2)

An Avenger Ghost may be equipped with Hellstrike missiles, Skystrike missiles or wing bombs, just like an Avenger Strike Fighter.

Pilot

Crew

## TRICKS & TACTICS

### VENERABLE MACHINE SPIRIT

> Play this Stratagem in the first Strategy phase of the battle. The player chooses one of their Titans that is not a Titan of Legend or Psi Titan; for the remainder of the battle that Titan increases its WS and BS value by 1 (to a maximum of 2+). In addition, it may be issued Emergency Repair and Charge orders without the need to make a Command check. However, reduce the Titan's Command characteristic by 3 (to a maximum of 10+). If, at any point during the battle, the Titan fails its Command check to quell the Machine Spirit the Belligerent result is automatically applied; do not roll on the Awakened Machine Spirit table.

<<010011010>>

<<I++Am++Ancient++I++Am++Immortal++I++Am+Death++Incarnate>>

<<100111010>>

COST 2

## ANCIENT VOX BOX

A strange archeotech box with a hand crank on the side...

Play this card when activating a fighter.

When this card is played, decide how many times the activating fighter will turn the crank (one to three times). Roll that many D6, add the results together and consult the table below (effects last until the end of the current Round):

**1-4 Grating Harmony:** All fighters within 12" reduce their Cool checks by -2.

**5-8 Jaunty Tune:** All fighters within 12" add 1 to their Movement.

**9-12 Clanking Cacophony:** No fighter within 18" may be the target of Gang Tactics or Skills.

**13+ Jack in the Box:** All fighters (including the activating fighter) within 12" must make a Nerve test or become Broken.



GANG TACTICS

## AKHORNE THE SQUIRREL

MA 7

ST 1

AG 2+

PA -

AV 6+



### SKILLS & TRAITS

Claws, Dauntless, Dodge, Frenzy, Jump Up, Loner (4+), No Hands, Sidestep, Stunty, Titchy

### PLAYS FOR

Any Team.

### SPECIAL RULES

**Blind Rage:** Akhorne may choose to re-roll the D6 when rolling for the Dauntless skill.





