

Shivan Nephilm Bomber

SPECS

Class: Super-Hvy Ftr
 In Service: Unknown
 Point Value: 185 each
 Ramming Factor: 33
 Jinking Limit: 4 Lvl

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
 Sth/Port Defense: 9
 Free Thrust: 9
 Offensive Bonus: +5
 Initiative Bonus: +14

WEAPON LOADOUTS

Light Laser
 Number of Guns: 3 (linked)
 (and 2 Turreted Guns)
 Class: Laser
 Damage: 1d6+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -2
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn

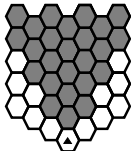
Countermeasures

None Available

Shielding System

May boost shield recharge to 8 by deactivating main guns (declared in power segment). May fire missiles and turret as normal on same turn.

Turret Arcs



ARMOR



SPECIAL NOTES

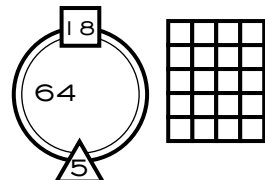
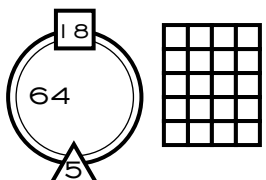
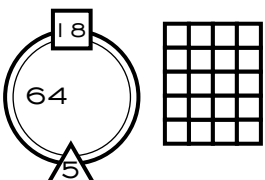
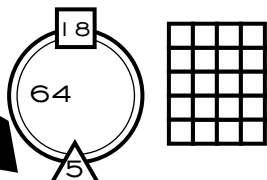
Jump Delay: 10 Turns
 Immune to Dropout. Gravitic Drives.
 Can fire 2 missiles from same bank per turn. Ignores weapon restrictions for firing missiles. Fighters roll to hit separately. Damaged ftrs hit randomly.

Ftr #1

Ftr #2

Ftr #3

Ftr #4



Flight #1

Dropped Out
Ftr Destroyed

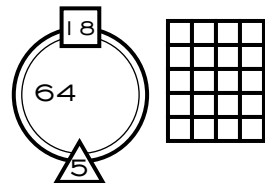
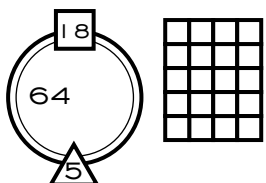
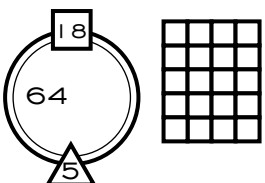
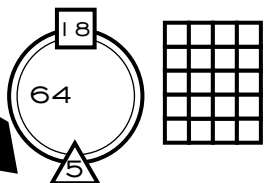
Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: <input type="checkbox"/>
					SBank B: <input type="checkbox"/>
					SBank C: <input type="checkbox"/>
					SBank D: <input type="checkbox"/>

Ftr #1

Ftr #2

Ftr #3

Ftr #4



Flight #2

Dropped Out
Ftr Destroyed

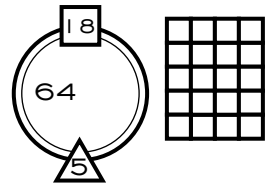
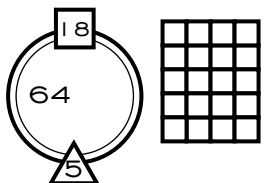
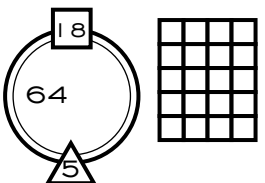
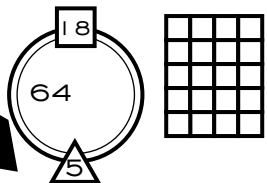
Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: <input type="checkbox"/>
					SBank B: <input type="checkbox"/>
					SBank C: <input type="checkbox"/>
					SBank D: <input type="checkbox"/>

Ftr #1

Ftr #2

Ftr #3

Ftr #4



Flight #3

Dropped Out
Ftr Destroyed

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

MISSILE LOADOUTS

Harbinger Bomb
 Class: Slow Ballistic (Flash)
 Damage: 30
 Max Launch Range: 10 hexes
 Max Lock Range: 15 hexes
 Fire Control: +0/+0/-
 Loadout (SBank A): 1
 Loadout (SBank B): 1
 Loadout (SBank C): 1
 Loadout (SBank D): 1
 Cost: 22 points each
Special: Requires Aspect Lock

Tsunami Bomb
 Class: Slow Ballistic (Flash)
 Damage: 15
 Max Launch Range: 10 hexes
 Max Lock Range: 15 hexes
 Fire Control: +0/+0/-
 Loadout (SBank A): 2
 Loadout (SBank B): 2
 Loadout (SBank C): 2
 Loadout (SBank D): 2
 Cost: 12 points each
Special: Requires Aspect Lock

Fury
 Class: Particle
 Mode: Raking (4)
 Damage: 1d6+4
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept: n/a
 Loadout (SBank A): 2
 Loadout (SBank B): 2
 Loadout (SBank C): 2
 Loadout (SBank D): 2
 Cost: 2 points each
Special: Does not benefit from Fighter's Offensive Bonus

Synaptic Bomb
 Class: Proximity (Ballistic)
 Modes: Standard
 Damage: 6 (+4d6)
*Min targets: one at range 0
 two at range 1-3
 four at range 4-7*
 Range Penalty: n/a
 Max Range: 3 hexes
 Fire Control: -/-/+2
 Loadout (SBank A): 1
 Loadout (SBank B): 1
 Loadout (SBank C): 1
 Loadout (SBank D): 1
 Cost: 10 points each
Special: Scores 6 damage to all units in impact hex plus an additional 4d6 damage which must be split up (before roll to hit and damage) according to the range if possible. Does not breach fighter shields.