

Shivan Seraphim Bomber



SPECS

Class: Super-Hvy Ftr
In Service: Unknown
Point Value: 196 each
Ramming Factor: 34
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: 9
Stb/Port Defense: 10
Free Thrust: 9
Offensive Bonus: +5
Initiative Bonus: +14

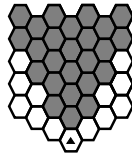
WEAPON LOADOUTS

Light Laser
Number of Guns: 4 (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

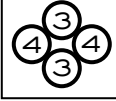
Countermeasures

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.

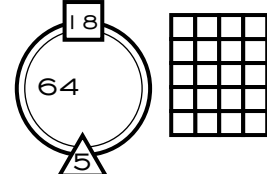
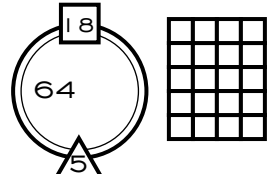
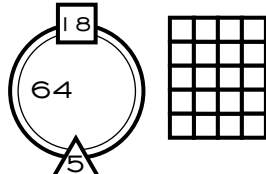
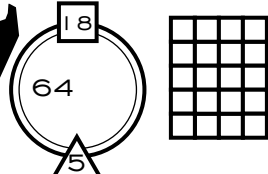
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #1



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:

SBank B:

SBank C:

SBank D:

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): 2
Loadout (SBank D): 2
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): 4
Loadout (SBank D): 4
Cost: 12 points each
Special: Requires Aspect Lock

Phoenix V
Class: Ballistic
Damage: 24
Max Launch Range: 17 hexes
Fire Control: -/-/-2
Loadout (SBank A): 2
Loadout (SBank B): 2
Loadout (SBank C): 4
Loadout (SBank D): 4
Cost: 15 points each
Special: Firing flight must have higher initiative than target flight to fire Phoenix.

Cluster Bomb
Class: Proximity
Damage: 1d8
Max Range: 8 hexes
Fire Control: n/a
Loadout (SBank A): 1
Loadout (SBank B): 1
Loadout (SBank C): 2
Loadout (SBank D): 2
Cost: 5 points each
Special: Affects all units in target hex. Does not breach fighter shields.

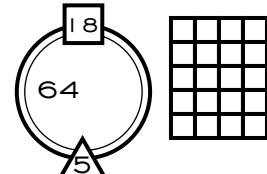
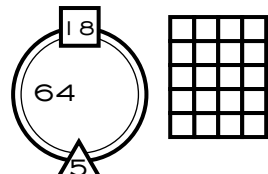
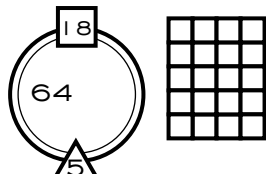
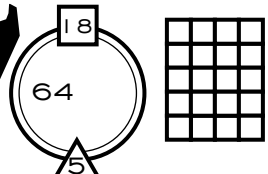
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #2



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:

SBank B:

SBank C:

SBank D:

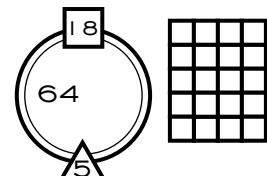
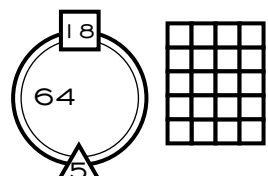
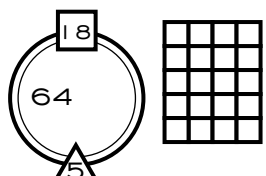
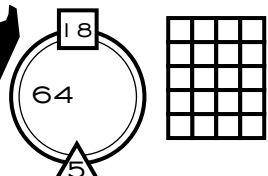
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #3



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:

SBank B:

SBank C:

SBank D: