



# Shivan Shaitan Bomber



## SPECS

Class: Heavy Fighter  
 In Service: Unknown  
 Point Value: 85 each  
 Ramming Factor: 25  
 Jinking Limit: 6 Lvl

## MANEUVERING

Turn Cost: 1/3 Speed  
 Turn Delay: 1/3 Speed  
 Accel/Decel Cost: 1 Thrust  
 Pivot Cost: 2 Thrust  
 Roll Cost: 5 Thrust

## COMBAT STATS

Fwd/Aft Defense: 7  
 Sth/Port Defense: 9  
 Free Thrust: 9  
 Offensive Bonus: +4  
 Initiative Bonus: +16

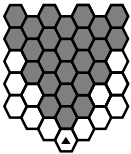
## WEAPON LOADOUTS

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

**Light Laser**  
 Number of Guns: 1 (linked)  
 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 6 by deactivating main guns (declared in power segment). May fire missiles and turret as normal on same turn.



## 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 seperately. Damaged ftrs hit randomly.

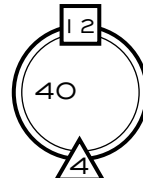
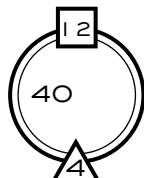
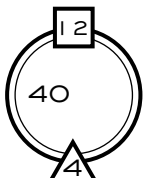
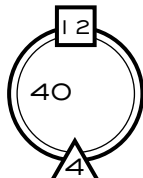
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #1



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: _____
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## MISSILE LOADOUTS

**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  
 Cost: 12 points each  
 Special: Requires Aspect Lock

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

**Stiletto**  
 Class: Slow Ballistic  
 Damage: 3d10  
 Max Launch Range: 20 hexes  
 Fire Control: +0/+0/-  
 Loadout (SBank A): 2  
 Cost: 13 points each  
 Special: Ignores Armor, no Overkill damage. Must target non-structure ship system. Called shots at -6 penalty.

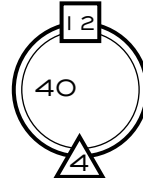
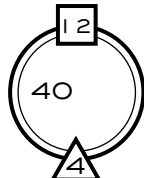
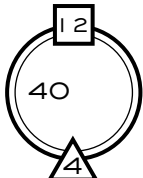
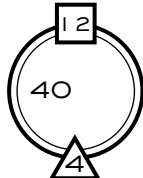
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #2



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: _____
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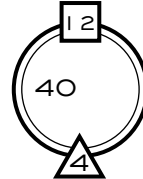
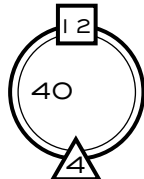
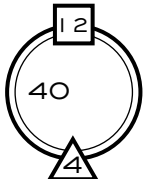
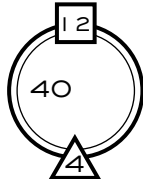
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #3



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: _____
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