

Shivan Manticore Fighter



SPECS
 Class: Medium Fighter
 In Service: Unknown
 Point Value: 57 each
 Ramming Factor: 14
 Jinking Limit: 8 Lvl

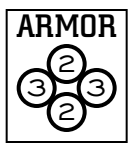
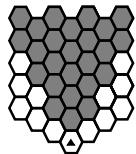
MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 2 Thrust

COMBAT STATS
 Fwd/Aft Defense: 6
 Sth/Port Defense: 7
 Free Thrust: 14
 Offensive Bonus: +5
 Initiative Bonus: +18

WEAPON LOADOUTS
Mega Laser
 Number of Guns: 1
 Class: Laser
 Damage: 1d6+6
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -1
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn

Shielding System
 May boost shield recharge to 6 by deactivating main guns (declared in power segment). May fire missiles as normal on same turn.

Countermeasures
 Intercept Rating: -3 vs Ballistic
 Rate of Fire: unlimited
Rules: When using multiple countermeasures, uses are marked off evenly across flight unless attacking weapon specifically targets one fighter (ie Synaptic Bomb). Subject to intercept degradation.



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.

MISSILE LOADOUTS
Interceptor
 Class: Ballistic
 Damage: 15
 Max Launch Range: 12 hexes
 Fire Control: +0/+0/-2
 Loadout (SBank A): 2
 Loadout (SBank B): 2
 Cost: 9 points each
Special: Ship armor doubled versus Interceptor.

Hornet
 Class: Ballistic
 Damage: 1d6+4
 Max Launch Range: 13 hexes
 Fire Control: +0/+0/+2
 Loadout (SBank A): 2
 Loadout (SBank B): 2
 Cost: 7 points each

Flight #1

Dropped Out Ftr Destroyed

Ftr #1: Initiative [], Speed [20], Thrust Used [4], Jinking [7], Notes [], SBank A: [], SBank B: []

Ftr #2: Initiative [], Speed [20], Thrust Used [4], Jinking [7], Notes [], SBank A: [], SBank B: []

Ftr #3: Initiative [], Speed [20], Thrust Used [4], Jinking [7], Notes [], SBank A: [], SBank B: []

Ftr #4: Initiative [], Speed [20], Thrust Used [4], Jinking [7], Notes [], SBank A: [], SBank B: []

Flight #2

Dropped Out Ftr Destroyed

Ftr #1: Initiative [], Speed [20], Thrust Used [4], Jinking [7], Notes [], SBank A: [], SBank B: []

Ftr #2: Initiative [], Speed [20], Thrust Used [4], Jinking [7], Notes [], SBank A: [], SBank B: []

Ftr #3: Initiative [], Speed [20], Thrust Used [4], Jinking [7], Notes [], SBank A: [], SBank B: []

Ftr #4: Initiative [], Speed [20], Thrust Used [4], Jinking [7], Notes [], SBank A: [], SBank B: []

Flight #3

Dropped Out Ftr Destroyed

Ftr #1: Initiative [], Speed [20], Thrust Used [4], Jinking [7], Notes [], SBank A: [], SBank B: []

Ftr #2: Initiative [], Speed [20], Thrust Used [4], Jinking [7], Notes [], SBank A: [], SBank B: []

Ftr #3: Initiative [], Speed [20], Thrust Used [4], Jinking [7], Notes [], SBank A: [], SBank B: []

Ftr #4: Initiative [], Speed [20], Thrust Used [4], Jinking [7], Notes [], SBank A: [], SBank B: []