

# Shivan Scorpion Fighter



## SPECS

Class: Medium Fighter  
 In Service: Unknown  
 Point Value: 53 each  
 Ramming Factor: 15  
 Jinking Limit: 8 Lvl

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 7  
 Sth/Port Defense: 7  
 Free Thrust: 11  
 Offensive Bonus: +4  
 Initiative Bonus: +18

## 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

## MISSILE LOADOUTS

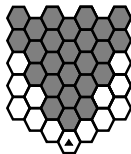
**MX-50**  
 Class: Ballistic  
 Damage: 3  
 Max Launch Range: 15 hexes  
 Fire Control: +0/+0/+1  
 Loadout (SBank A): 2  
 Cost: 2 points each  
*Special: Does not benefit from Fighter's Offensive Bonus. Can be fired at Double Rate from multiple Banks.*

### 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.*



### 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.

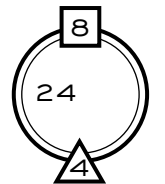
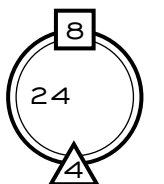
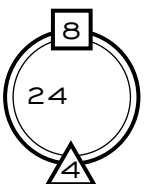
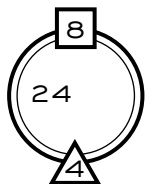
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #1



Dropped Out  
Ftr Destroyed



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

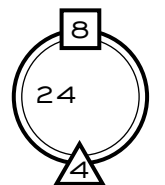
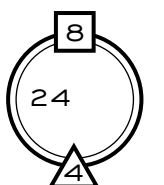
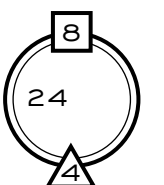
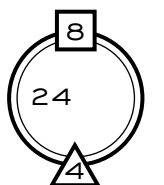
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #2



Dropped Out  
Ftr Destroyed



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

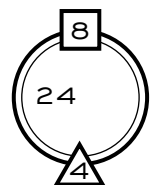
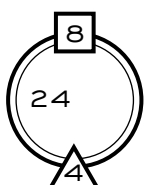
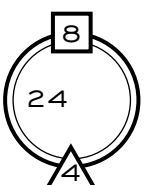
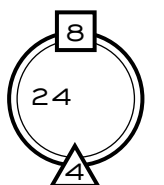
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #3



Dropped Out  
Ftr Destroyed



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