

# Shivan Nahema Bomber



## SPECS

Class: Heavy Fighter  
 In Service: Unknown  
 Point Value: 96 each  
 Ramming Factor: 22  
 Jinking Limit: 6 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: 8  
 Sth/Port Defense: 9  
 Free Thrust: 14  
 Offensive Bonus: +5  
 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

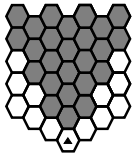
**Light Laser**  
 Number of Guns: 1 (linked)  
 Class: Laser  
 Damage: 1d6+2  
 Range Penalty: -2 per hex  
 Fire Control: n/a  
 Intercept Rating: -2  
 (vs Slow Ballistic Only)  
 Rate of Fire: 1 per turn

## Countermeasures

None Available

## Shielding System

May boost shield recharge to 8 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 separately. Damaged ftrs hit randomly.

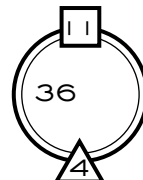
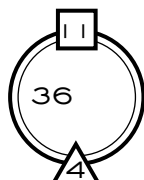
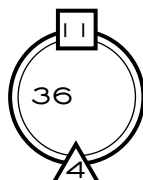
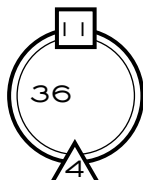
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #1



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes	SBank A:	SBank B:	SBank C:
					_____	_____	_____

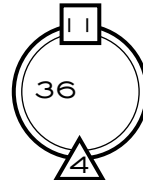
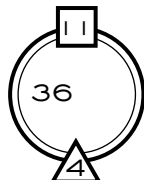
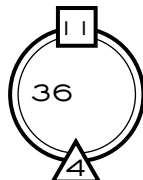
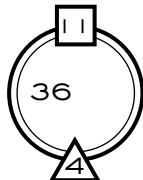
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #2



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes	SBank A:	SBank B:	SBank C:
					_____	_____	_____

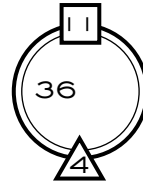
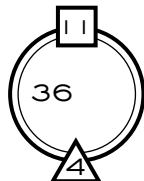
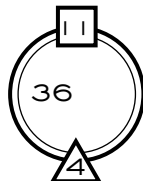
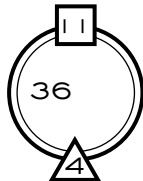
Ftr #1

Ftr #2

Ftr #3

Ftr #4

Flight #3



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes	SBank A:	SBank B:	SBank C:
					_____	_____	_____

## MISSILE LOADOUTS

**Cyclops Bomb**  
 Class: Slow Ballistic (Flash)  
 Damage: 20  
 Max Launch Range: 16 hexes  
 Max Lock Range: 24 hexes  
 Fire Control: +0/+0/-  
 Loadout (SBank A): 2  
 Loadout (SBank B): 2  
 Loadout (SBank C): 1  
 Cost: 16 points each  
*Special: Requires Aspect Lock*

**Trebuchet**  
 Class: Ballistic  
 Damage: 24  
 Max Launch Range: 25 hexes  
 Fire Control: -/-/+0  
 Loadout (SBank A): 1  
 Loadout (SBank B): 1  
 Loadout (SBank C): N/A  
 Cost: 22 points each  
*Special: Firing flight must have higher initiative than target flight to fire Trebuchet.*

**Tornado**  
 Class: Ballistic  
 Damage: 1d3+9  
 Max Launch Range: 15 hexes  
 Fire Control: +0/+0/+3  
 Loadout (SBank A): 2  
 Loadout (SBank B): 2  
 Loadout (SBank C): 1  
 Cost: 13 points each

**Piranha**  
 Class: Proximity (Ballistic)  
 Modes: Standard  
 Damage: 10 (+6d6)  
*Min targets: one at range 0  
 two at range 1-2  
 six at range 3-5*  
 Range Penalty: n/a  
 Max Range: 4 hexes  
 Fire Control: -/-/+3  
 Loadout (SBank A): 1  
 Loadout (SBank B): 1  
 Loadout (SBank C): --  
 Cost: 14 points each  
*Special: Scores 10 damage to all units in impact hex plus an additional 6d6 damage which must be split up (before roll to hit and damage) according to the range if possible. Does not breach fighter shields.*