

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

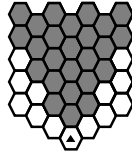
WEAPON LOADOUTS

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

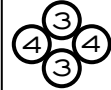
Countermeasures

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

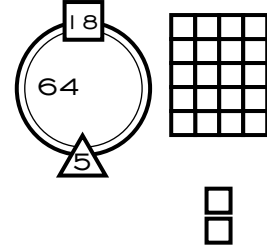
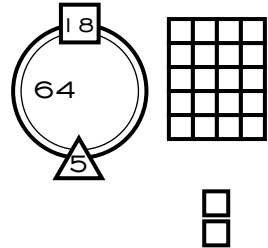
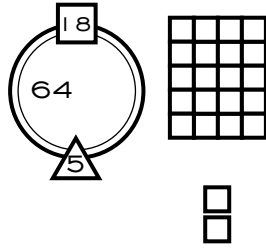
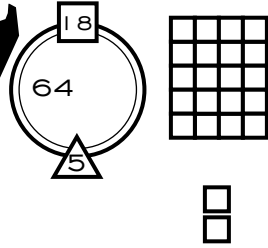
Jump Delay: 10 Turns
Immune to Dropout. Gravitic Drives.
Can fire 2 missiles from same bank per turn. Ignores weapon restrictions for firing missiles. Fighters roll to hit separately. Damaged ftrs hit randomly.

Ftr #1

Ftr #2

Ftr #3

Ftr #4



Initiative	Speed	Thrust Used	Jinking	Notes

SBank A:	<input type="checkbox"/>	<input type="checkbox"/>
SBank B:	<input type="checkbox"/>	<input type="checkbox"/>
SBank C:	<input type="checkbox"/>	<input type="checkbox"/>
SBank D:	<input type="checkbox"/>	<input type="checkbox"/>

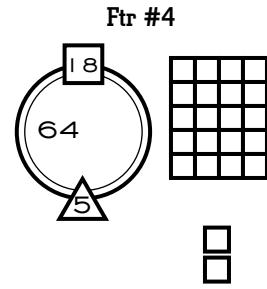
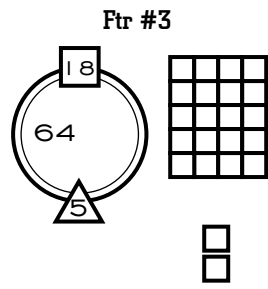
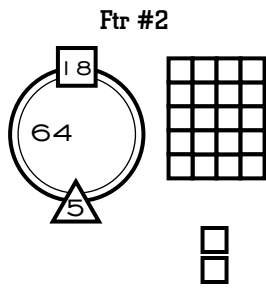
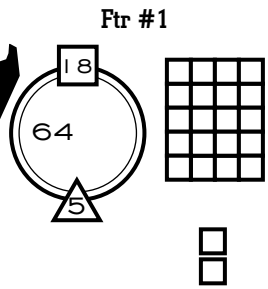
MISSILE LOADOUTS

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): 4
Loadout (SBank D): 4
Cost: 16 points each
Special: Requires Aspect Lock

Helios Bomb
Class: Slow Ballistic (Flash)
Damage: 55
Max Launch Range: 14 hexes
Max Lock Range: 20 hexes
Fire Control: +0/+0/-
Loadout (SBank A): 1
Loadout (SBank B): 1
Loadout (SBank C): 2
Loadout (SBank D): 2
Cost: 35 points each
Special: Requires Aspect Lock Limited Deployment (Veteran)

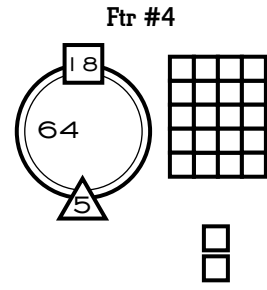
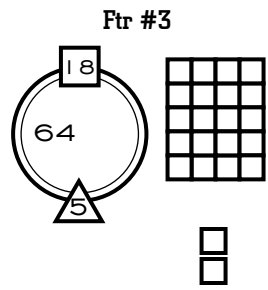
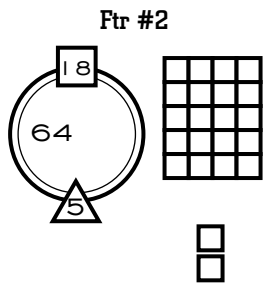
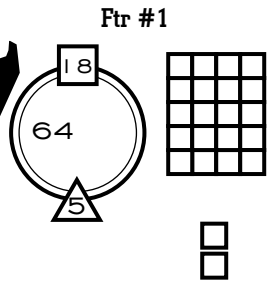
Hornet
Class: Ballistic
Damage: 1d6+4
Max Launch Range: 13 hexes
Fire Control: +0/+0/+2
Loadout (SBank A): 2
Loadout (SBank B): 2
Loadout (SBank C): 5
Loadout (SBank D): 5
Cost: 7 points each

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): 2
Loadout (SBank D): 2
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.



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SBank D:	<input type="checkbox"/>	<input type="checkbox"/>



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SBank D:	<input type="checkbox"/>	<input type="checkbox"/>