

Shivan Taurvi Bomber



SPECS

Class: Super-Hvy Ftr
 In Service: Unknown
 Point Value: 105 each
 Ramming Factor: 38
 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

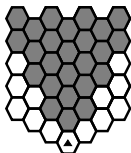
Fwd/Aft Defense: 9
 Sth/Port Defense: 9
 Free Thrust: 10
 Offensive Bonus: +5
 Initiative Bonus: +14

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.

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

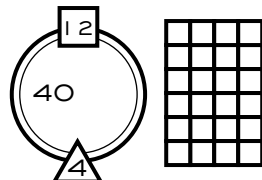
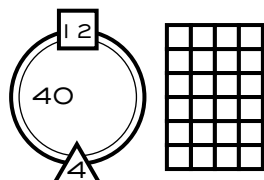
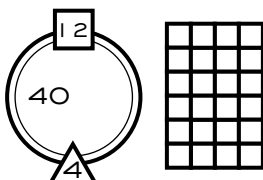
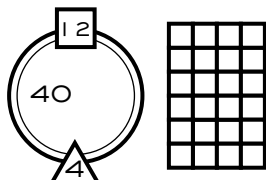
Ftr #1

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"/>
					SBank B: <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
 Cost: 16 points each
Special: Requires Aspect Lock

EMP Advanced
 Class: Proximity (EM)
 Damage: 5
 Max Range: 13 hexes
 Fire Control: -/-/-
 Loadout (SBank A): 2
 Loadout (SBank B): 2
 Cost: 10 points each
Special: Damage applied to all ftrs in one flight of attacker's choice in impact hex. Effects - Same hex: next turn offensive bonus reduced to zero, -8 initiative. No missiles except Rockeye and Tempest. Turn thereafter, effects of 1-hex. One hex away: next turn half offensive bonus (rnd dwn) / -4 init. No missiles except Rockeye and Tempest.

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): 2
 Loadout (SBank B): 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.

Infyrno
 Class: Proximity
 Damage: 1d5+10
 Max Range: 8 hexes
 Fire Control: n/a
 Loadout (SBank A): 1
 Loadout (SBank B): 1
 Cost: 12 points each
Special: Affects all units in target hex. Does not breach fighter shields.

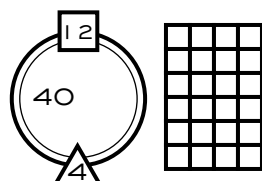
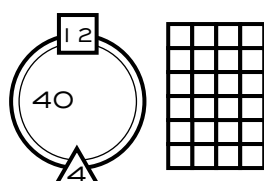
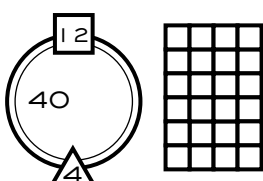
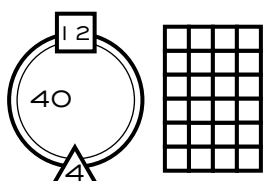
Ftr #1

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

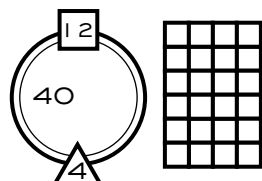
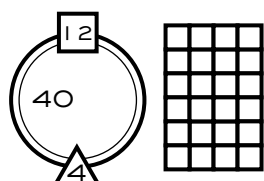
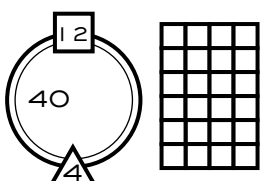
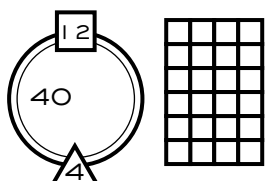
Ftr #1

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