



Shivan Astaroth Fighter



SPECS
 Class: Medium Fighter
 In Service: Unknown
 Point Value: 52 each
 Ramming Factor: 10
 Jinking Limit: 8 Lvl

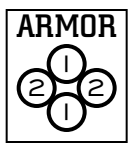
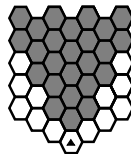
MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 2 Thrust

COMBAT STATS
 Fwd/Aft Defense: 5
 Sth/Port Defense: 7
 Free Thrust: 12
 Offensive Bonus: +6
 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: -4 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 Piranha Missile). 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.

Flight #1 **Dropped Out Ftr Destroyed**

Ftr #1 Ftr #2 Ftr #3 Ftr #4

Diagram showing four fighters with shields, thrusters, and missile launchers. Each fighter has a shield with a 7, a thruster with an 18, and a missile launcher with a 4. Below each fighter are five circles representing countermeasures and two squares representing missile banks.

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

MISSILE LOADOUTS
Rockeye
 Class: Ballistic
 Damage: 5
 Max Launch Range: 15 hexes
 Fire Control: +0/+0/+2
 Loadout (SBank A): 2
 Loadout (SBank B): 2
 Cost: 4 points each
Special: Does not benefit from Fighter's Offensive Bonus. Can be fired at Double Rate from multiple Banks.

Harpoon
 Class: Ballistic
 Damage: 10
 Max Launch Range: 12 hexes
 Loadout (SBank A): 4
 Loadout (SBank B): 4
 Cost: 10 points each

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

Flight #2 **Dropped Out Ftr Destroyed**

Ftr #1 Ftr #2 Ftr #3 Ftr #4

Diagram showing four fighters with shields, thrusters, and missile launchers. Each fighter has a shield with a 7, a thruster with an 18, and a missile launcher with a 4. Below each fighter are five circles representing countermeasures and two squares representing missile banks.

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

Flight #3 **Dropped Out Ftr Destroyed**

Ftr #1 Ftr #2 Ftr #3 Ftr #4

Diagram showing four fighters with shields, thrusters, and missile launchers. Each fighter has a shield with a 7, a thruster with an 18, and a missile launcher with a 4. Below each fighter are five circles representing countermeasures and two squares representing missile banks.

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