



Shivan Dragon Fighter

SPECS

Class: Light Fighter
 In Service: Unknown
 Point Value: 86 each
 Ramming Factor: 11
 Jinking Limit: 10 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

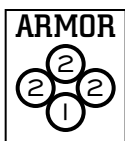
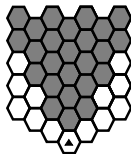
Fwd/Aft Defense: 5
 Sth/Port Defense: 6
 Free Thrust: 12
 Offensive Bonus: +5
 Initiative Bonus: +20

WEAPON LOADOUTS

Heavy Laser
 Number of Guns: 3 (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

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.

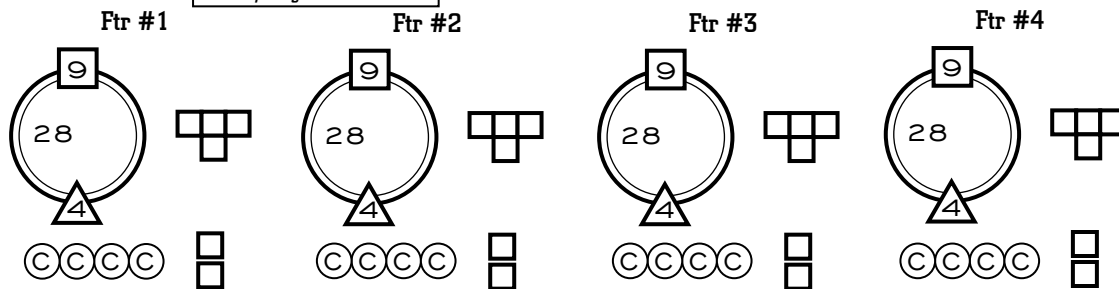
MISSILE LOADOUTS

Harpoon
 Class: Ballistic
 Damage: 10
 Max Launch Range: 12 hexes
 Loadout (SBank A): 2
 Cost: 10 points each

Flight #1



Dropped Out
Ftr Destroyed

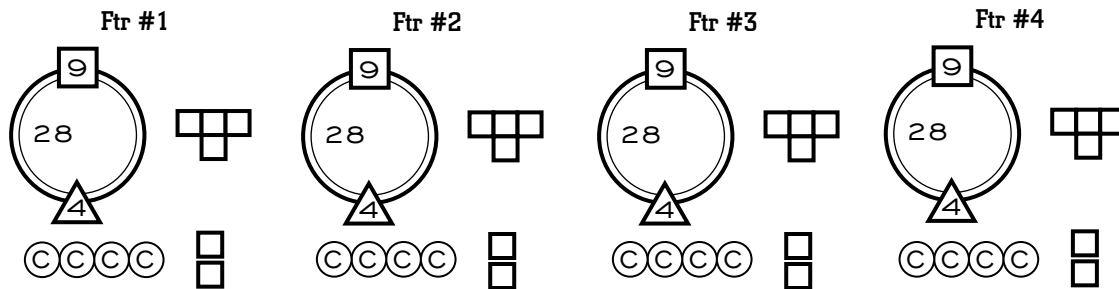


Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: <input type="checkbox"/> <input type="checkbox"/>
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Flight #2



Dropped Out
Ftr Destroyed

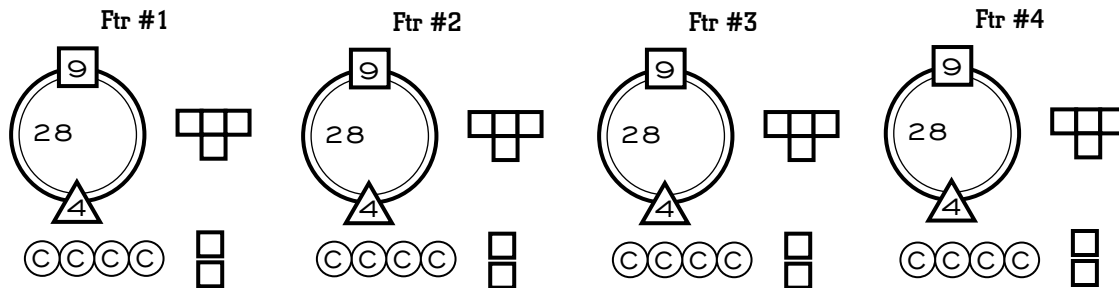


Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: <input type="checkbox"/> <input type="checkbox"/>
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Flight #3



Dropped Out
Ftr Destroyed



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