



# Shivan Manticore Fighter



## SPECS

Class: Medium Fighter  
 In Service: Unknown  
 Point Value: 57 each  
 Ramming Factor: 14  
 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

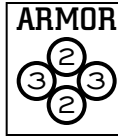
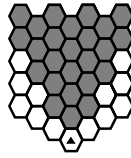
Fwd/Aft Defense: 6  
 Sth/Port Defense: 7  
 Free Thrust: 14  
 Offensive Bonus: +5  
 Initiative Bonus: +18

## 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 seperately. Damaged ftrs hit randomly.

## MISSILE LOADOUTS

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

**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.*

Flight #1

**Dropped Out Ftr Destroyed**

Ftr #1: [Diagram: Fighter icon, 7 in box, 20 in circle, 4 in triangle, 5 empty boxes, 5 circles, 2 squares]

Ftr #2: [Diagram: Fighter icon, 7 in box, 20 in circle, 4 in triangle, 5 empty boxes, 5 circles, 2 squares]

Ftr #3: [Diagram: Fighter icon, 7 in box, 20 in circle, 4 in triangle, 5 empty boxes, 5 circles, 2 squares]

Ftr #4: [Diagram: Fighter icon, 7 in box, 20 in circle, 4 in triangle, 5 empty boxes, 5 circles, 2 squares]

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: [ ][ ][ ][ ]
					SBank B: [ ][ ][ ][ ]

Flight #2

**Dropped Out Ftr Destroyed**

Ftr #1: [Diagram: Fighter icon, 7 in box, 20 in circle, 4 in triangle, 5 empty boxes, 5 circles, 2 squares]

Ftr #2: [Diagram: Fighter icon, 7 in box, 20 in circle, 4 in triangle, 5 empty boxes, 5 circles, 2 squares]

Ftr #3: [Diagram: Fighter icon, 7 in box, 20 in circle, 4 in triangle, 5 empty boxes, 5 circles, 2 squares]

Ftr #4: [Diagram: Fighter icon, 7 in box, 20 in circle, 4 in triangle, 5 empty boxes, 5 circles, 2 squares]

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: [ ][ ][ ][ ]
					SBank B: [ ][ ][ ][ ]

Flight #3

**Dropped Out Ftr Destroyed**

Ftr #1: [Diagram: Fighter icon, 7 in box, 20 in circle, 4 in triangle, 5 empty boxes, 5 circles, 2 squares]

Ftr #2: [Diagram: Fighter icon, 7 in box, 20 in circle, 4 in triangle, 5 empty boxes, 5 circles, 2 squares]

Ftr #3: [Diagram: Fighter icon, 7 in box, 20 in circle, 4 in triangle, 5 empty boxes, 5 circles, 2 squares]

Ftr #4: [Diagram: Fighter icon, 7 in box, 20 in circle, 4 in triangle, 5 empty boxes, 5 circles, 2 squares]

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A: [ ][ ][ ][ ]
					SBank B: [ ][ ][ ][ ]