

# Shivan Mara Fighter

## SPECS

Class: Medium Fighter  
 In Service: Unknown  
 Point Value: 81 each  
 Ramming Factor: 19  
 Jinking Limit: 8 Lvl

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 6  
 Sth/Port Defense: 7  
 Free Thrust: 11  
 Offensive Bonus: +6  
 Initiative Bonus: +18

## WEAPON LOADOUTS

**Mega Laser**  
 Number of Guns: 1 (linked)  
 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

**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

## MISSILE LOADOUTS

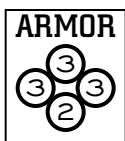
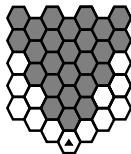
**Hornet**  
 Class: Ballistic  
 Damage: 1d6+4  
 Max Launch Range: 13 hexes  
 Fire Control: +0/+0/+2  
 Loadout (SBank A): 5  
 Loadout (SBank B): 5  
 Cost: 7 points each

**Tornado**  
 Class: Ballistic  
 Damage: 1d3+9  
 Max Launch Range: 15 hexes  
 Fire Control: +0/+0/+3  
 Loadout (SBank A): 4  
 Loadout (SBank B): 4  
 Cost: 13 points each

**Trebuchet**  
 Class: Ballistic  
 Damage: 24  
 Max Launch Range: 25 hexes  
 Fire Control: -/-/+0  
 Loadout (SBank A): 2  
 Loadout (SBank B): 2  
 Cost: 22 points each  
*Special: Firing flight must have higher initiative than target flight to fire Trebuchet.*

**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.

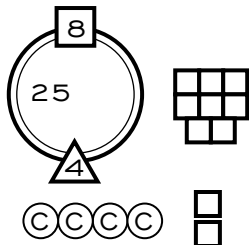
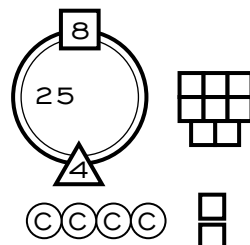
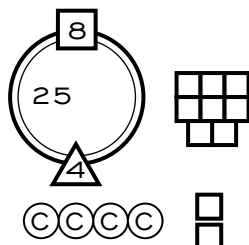
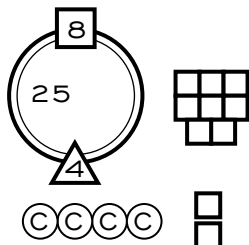
Ftr #1

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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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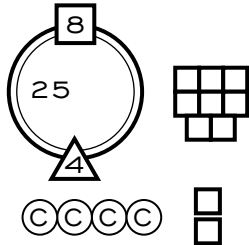
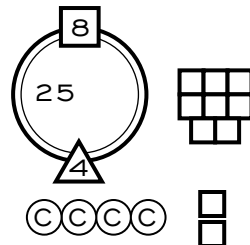
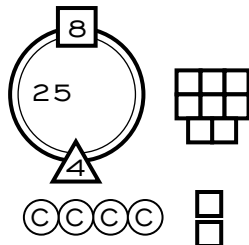
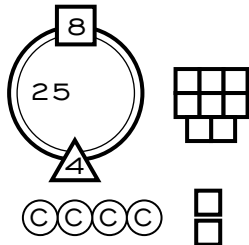
Ftr #1

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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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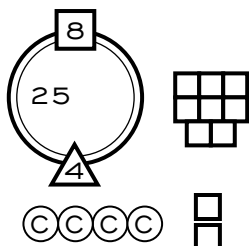
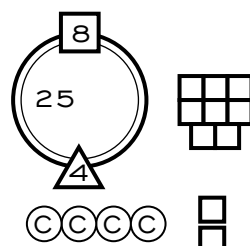
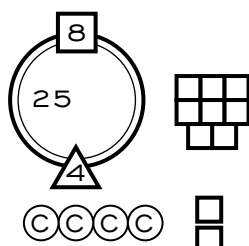
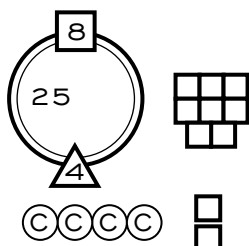
Ftr #1

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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>