

# 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  
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

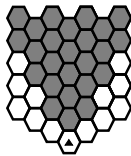
**Heavy Laser**  
Number of Guns: 1  
Class: Laser  
Damage: 1d6+3  
Range Penalty: -2 per hex  
Intercept Rating: -2  
(vs Slow Ballistic Only)  
Rate of Fire: 1 per turn

## 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.



## 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.

Ftr #1

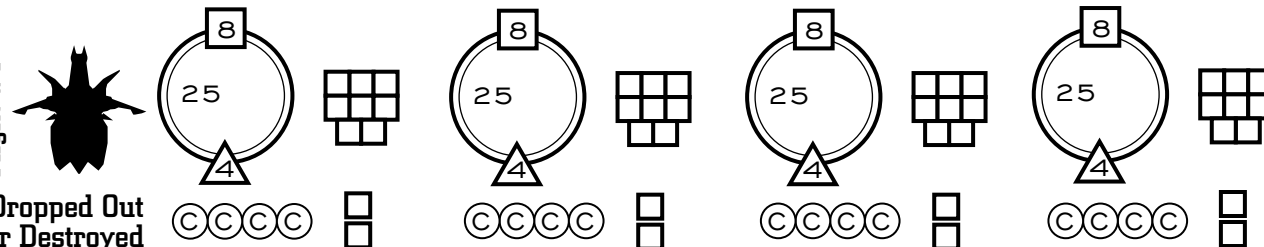
Ftr #2

Ftr #3

Ftr #4

Flight #1

Dropped Out  
Ftr Destroyed



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

## 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.

Ftr #1

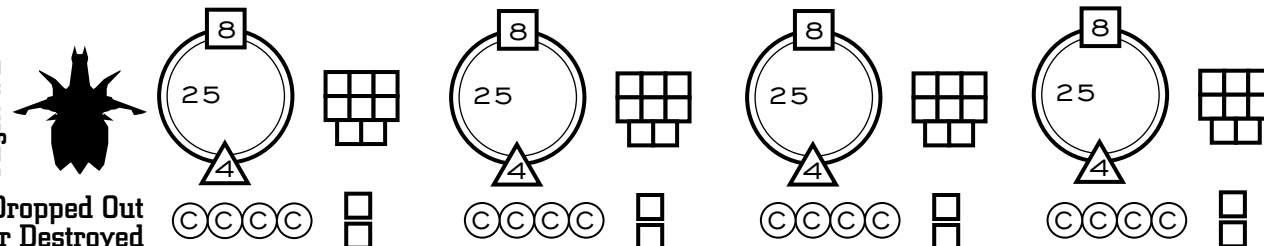
Ftr #2

Ftr #3

Ftr #4

Flight #2

Dropped Out  
Ftr Destroyed



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

Ftr #1

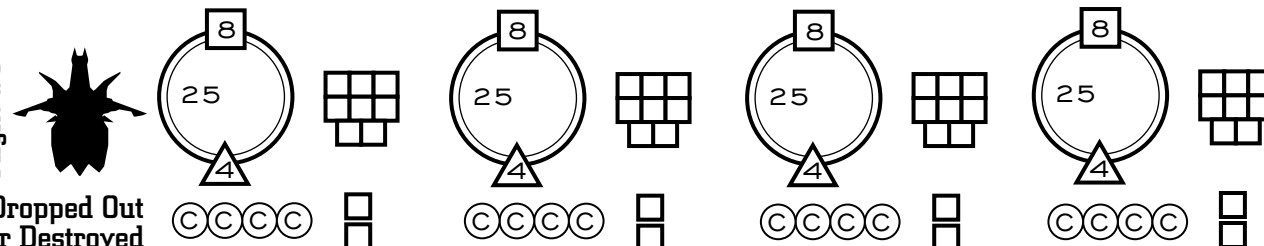
Ftr #2

Ftr #3

Ftr #4

Flight #3

Dropped Out  
Ftr Destroyed



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