

# Shivan Nephilim Bomber

## SPECS

Class: Super-Hvy Ftr  
In Service: Unknown  
Point Value: 185 each  
Ramming Factor: 33  
Jinking Limit: 4 Lvl

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 10  
Sth/Port Defense: 9  
Free Thrust: 9  
Offensive Bonus: +5  
Initiative Bonus: +14

## WEAPON LOADOUTS

**Light Laser**  
Number of Guns: 3  
(and 2 Turreted Guns)  
Class: Laser  
Damage: 1d6+2  
Range Penalty: -2 per hex  
Fire Control: n/a  
Intercept Rating: -2  
(vs Slow Ballistic Only)  
Rate of Fire: 1 per turn

## Countermeasures

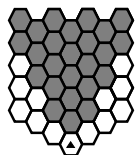
None Available

## Shielding System

May boost shield recharge to 8 by deactivating main guns (declared in power segment).  
May fire missiles and turret as normal on same turn.

## Turret Arcs

1  
2



## 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.

## MISSILE LOADOUTS

**Harbinger Bomb**  
Class: Slow Ballistic (Flash)  
Damage: 30  
Max Launch Range: 10 hexes  
Max Lock Range: 15 hexes  
Fire Control: +0/+0/-  
Loadout (SBank A): 1  
Loadout (SBank B): 1  
Loadout (SBank C): 1  
Loadout (SBank D): 1  
Cost: 22 points each  
*Special: Requires Aspect Lock*

**Tsunami Bomb**  
Class: Slow Ballistic (Flash)  
Damage: 15  
Max Launch Range: 10 hexes  
Max Lock Range: 15 hexes  
Fire Control: +0/+0/-  
Loadout (SBank A): 2  
Loadout (SBank B): 2  
Loadout (SBank C): 2  
Loadout (SBank D): 2  
Cost: 12 points each  
*Special: Requires Aspect Lock*

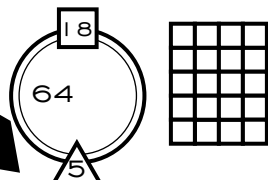
**Fury**  
Class: Particle  
Mode: Raking (4)  
Damage: 1d6+4  
Range Penalty: -2 per hex  
Fire Control: n/a  
Intercept: n/a  
Loadout (SBank A): 2  
Loadout (SBank B): 2  
Loadout (SBank C): 2  
Loadout (SBank D): 2  
Cost: 2 points each  
*Special: Does not benefit from Fighter's Offensive Bonus*

**Synaptic Bomb**  
Class: Proximity (Ballistic)  
Modes: Standard  
Damage: 6 (+4d6)  
*Min targets: one at range 0  
two at range 1-3  
four at range 4-7*  
Range Penalty: n/a  
Max Range: 3 hexes  
Fire Control: -/-/+2  
Loadout (SBank A): 1  
Loadout (SBank B): 1  
Loadout (SBank C): 1  
Loadout (SBank D): 1  
Cost: 10 points each  
*Special: Scores 6 damage to all units in impact hex plus an additional 4d6 damage which must be split up (before roll to hit and damage) according to the range if possible. Does not breach fighter shields.*

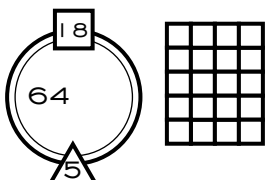
Flight #1

Dropped Out  
Ftr Destroyed

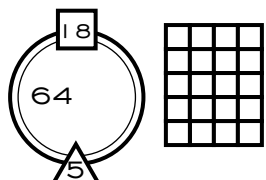
Ftr #1



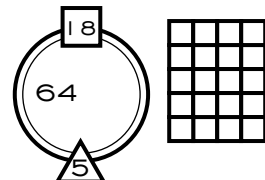
Ftr #2



Ftr #3



Ftr #4

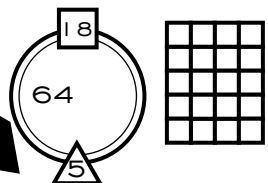


Initiative	Speed	Thrust Used	Jinking	Notes	SBank A:	SBank B:	SBank C:	SBank D:

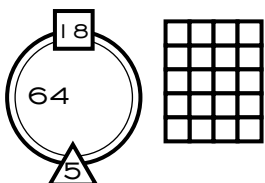
Flight #2

Dropped Out  
Ftr Destroyed

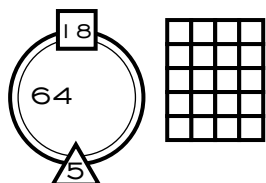
Ftr #1



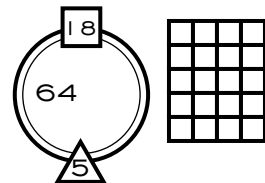
Ftr #2



Ftr #3



Ftr #4

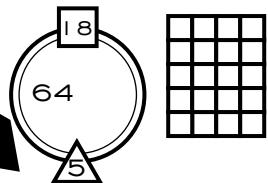


Initiative	Speed	Thrust Used	Jinking	Notes	SBank A:	SBank B:	SBank C:	SBank D:

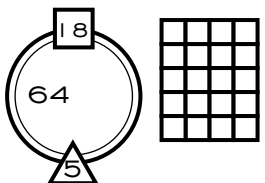
Flight #3

Dropped Out  
Ftr Destroyed

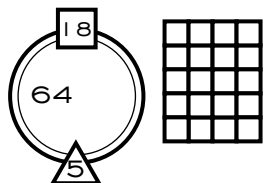
Ftr #1



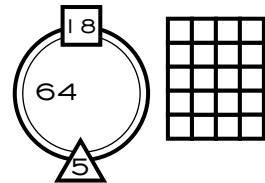
Ftr #2



Ftr #3



Ftr #4



Initiative	Speed	Thrust Used	Jinking	Notes	SBank A:	SBank B:	SBank C:	SBank D: