

Name: SB Seraphim

Type: Shivan Seraphim Class Bomber

Scale: Starfighter

Length: 57.9 Meters

Skill: Starfighter Piloting - Seraphim

Crew: 6

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 10 Days

Cargo Capacity: 5 Tonnes

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Yes

Space: 9

Atmosphere: 425;1100kmh

Maneuverability: 0D

Hull: 5D

Shields: 16D

Sensors:

Passive: 35/1D

Scan: 50/2D

Search: 70/3D

Focus: 3/3D+2

Weapons:

9 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 9D

2 Laser Cannon Turrets

Fire Arc: Turret

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

1 Concussion Missile Launcher (60 Missiles Magazine Each)

Fire Arc: Front

Fire Control: 2D

Space: 1/3/7



Atmosphere Range: 50-100/300/700

Damage: 7D

1 Trebuchet Missile Launcher (30 Missiles Magazine)

Fire Arc: Front

Fire Control: 2D

Space: 2/6/14

Atmosphere Range: 100-200/600/1400

Damage: 9D

1 Cyclops Missile Launcher (16 Missiles Magazine each)

Fire Arc: Front

Scale: Capital

Fire Control: 1D

Space: 1/2/6

Atmosphere Range: 50-100/200/600

Damage: 4D

1 Tsunami Missile Launcher (6 Missiles Magazine each)

Fire Arc: Front

Scale: Capital

Fire Control: 0D

Space: 1/2/6

Atmosphere Range: 50-100/200/600

Damage: 6D

Description: The new Seraphim class bomber is the Shivan's latest threat. It is three times larger than a Nephilim, and carries a massive payload at least 150% the size of the Nephilim. With strong hulls and almost impenetrable shield system, the Seraphim is easily the most dangerous bomber we have yet encountered.

The Seraphim has been designated a Class A threat to GTA destroyers and cruisers. In unpopulated systems, it is to be considered a Class B threat.

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Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

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