

# Shivan Basilisk Fighter



## SPECS

Class: Heavy Fighter  
 In Service: Unknown  
 Point Value: 78 each  
 Ramming Factor: 11  
 Jinking Limit: 6 Lvl

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 9  
 Sth/Port Defense: 9  
 Free Thrust: 10  
 Offensive Bonus: +5  
 Initiative Bonus: +16

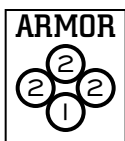
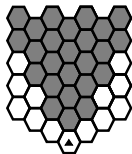
## WEAPON LOADOUTS

**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

**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: -3 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 Synaptic Bomb). 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.

**Flight #1**

**Dropped Out Ftr Destroyed**

Ftr #1 Ftr #2 Ftr #3 Ftr #4

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

## MISSILE LOADOUTS

**Phoenix V**  
 Class: Ballistic  
 Damage: 24  
 Max Launch Range: 17 hexes  
 Fire Control: --/--2  
 Loadout (SBank A): 2  
 Loadout (SBank B): 2  
 Cost: 15 points each  
*Special: Firing flight must have higher initiative than target flight to fire Phoenix.*

**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

**Stiletto**  
 Class: Slow Ballistic  
 Damage: 3d10  
 Max Launch Range: 20 hexes  
 Fire Control: +0/+0/-  
 Loadout (SBank A): 2  
 Loadout (SBank B): 2  
 Cost: 13 points each  
*Special: Ignores Armor, no Overkill damage. Must target non-structure ship system. Called shots at -6 penalty.*

**Flight #2**

**Dropped Out Ftr Destroyed**

Ftr #1 Ftr #2 Ftr #3 Ftr #4

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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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**Flight #3**

**Dropped Out Ftr Destroyed**

Ftr #1 Ftr #2 Ftr #3 Ftr #4

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