

# Shivan Aeshma Fighter



## SPECS

Class: Heavy Fighter  
 In Service: Unknown  
 Point Value: 83 each  
 Ramming Factor: 15  
 Jinking Limit: 6 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: 8  
 Sth/Port Defense: 7  
 Free Thrust: 11  
 Offensive Bonus: +5  
 Initiative Bonus: +16

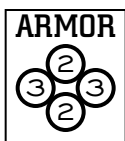
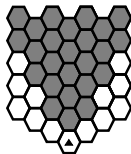
## WEAPON LOADOUTS

**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: -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.

**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"/>

## MISSILE LOADOUTS

**Tempest**  
 Class: Particle  
 Mode: Raking (5)  
 Damage: 2d6+3  
 Range Penalty: -2 per hex  
 Fire Control: n/a  
 Intercept: n/a  
 Loadout (SBank A): 5  
 Cost: 4 points each  
*Special: Does not benefit from Fighter's Offensive Bonus*

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

**Stiletto II**  
 Class: Slow Ballistic  
 Damage: 3d10  
 Max Launch Range: 25 hexes  
 Fire Control: +0/+0/-  
 Loadout (SBank A): 2  
 Cost: 18 points each  
*Special: Ignores Armor, no Overkill damage. Must target non-structure ship system. Called shots at -4 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"/>

**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"/>