

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

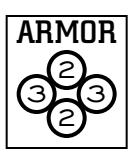
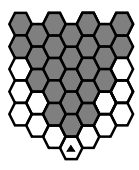
COMBAT STATS
 Fwd/Aft Defense: 8
 Sth/Port Defense: 7
 Free Thrust: 11
 Offensive Bonus: +5
 Initiative Bonus: +16

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"/>
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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"/>
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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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