

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

MISSILE LOADOUTS

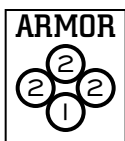
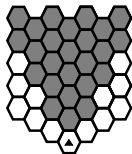
Tempest
 Class: Particle
 Mode: Raking (5)
 Damage: 2d6+3
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept: n/a
 Loadout (SBank A): 5
 Loadout (SBank B): 5
 Cost: 4 points each
Special: Does not benefit from Fighter's Offensive Bonus

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

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

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 seperately. Damaged ftrs hit randomly.



Flight #1

Dropped Out Ftr Destroyed

Ftr #1: Initiative 12, Speed 38, Thrust 4, Jinking 4, Notes, SBank A: 5, SBank B: 5

Ftr #2: Initiative 12, Speed 38, Thrust 4, Jinking 4, Notes, SBank A: 5, SBank B: 5

Ftr #3: Initiative 12, Speed 38, Thrust 4, Jinking 4, Notes, SBank A: 5, SBank B: 5

Ftr #4: Initiative 12, Speed 38, Thrust 4, Jinking 4, Notes, SBank A: 5, SBank B: 5

Flight #2

Dropped Out Ftr Destroyed

Ftr #1: Initiative 12, Speed 38, Thrust 4, Jinking 4, Notes, SBank A: 5, SBank B: 5

Ftr #2: Initiative 12, Speed 38, Thrust 4, Jinking 4, Notes, SBank A: 5, SBank B: 5

Ftr #3: Initiative 12, Speed 38, Thrust 4, Jinking 4, Notes, SBank A: 5, SBank B: 5

Ftr #4: Initiative 12, Speed 38, Thrust 4, Jinking 4, Notes, SBank A: 5, SBank B: 5

Flight #3

Dropped Out Ftr Destroyed

Ftr #1: Initiative 12, Speed 38, Thrust 4, Jinking 4, Notes, SBank A: 5, SBank B: 5

Ftr #2: Initiative 12, Speed 38, Thrust 4, Jinking 4, Notes, SBank A: 5, SBank B: 5

Ftr #3: Initiative 12, Speed 38, Thrust 4, Jinking 4, Notes, SBank A: 5, SBank B: 5

Ftr #4: Initiative 12, Speed 38, Thrust 4, Jinking 4, Notes, SBank A: 5, SBank B: 5