



Vasudan Satis Class Freighter



SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 12
In Service: 2326	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 150	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 50	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA
Particle Turret
Class: Particle
Mode: Standard
Range Penalty: -3 per 2 hexes
Intercept Rating: -2
<i>Dispersed Mode:</i>
Damage: 6
Fire Control: +3/+3/+4
Rate of Fire: 3 per turn
<i>Concentrated Mode:</i>
Damage: 8
Fire Control: +3/+2/+0
Rate of Fire: 2 per turn
CCEW Pod
Provides displayed amount of bonus CCEW each turn (no other EW types can be used). These pods cannot be improved, nor can their sensor values be increased. Cannot combine with any other EW or sensor pods.

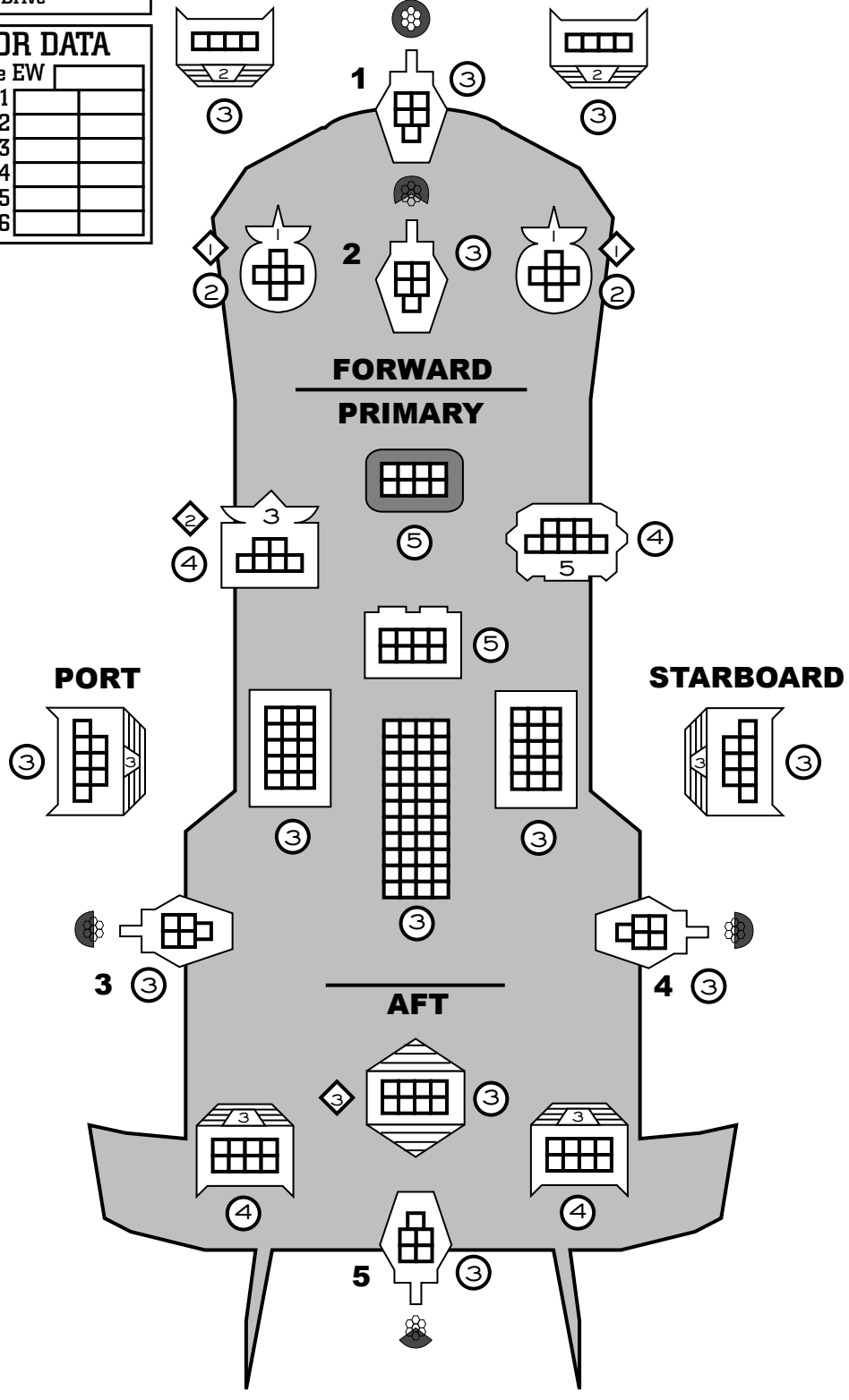
FORWARD HITS
1-3: Retro Thrust
4-5: CCEW Pod
6-8: Particle Turret
9-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Jump Drive
9-10: Particle Turret
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-6: Port/Stb Thrust
7-11: Cargo
12-13: Particle Turret
14-15: Sensors
16-17: Engine
18-19: Reactor
20: C & C

SPECIAL NOTES
Limited Sensors
Subspace Drive

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Jump Engine
Cargo