

Vasudan Isis Class Transport



SPECS

Class: Super-Heavy
 In Service: ???
 Point Value: Variable
 Ramming Factor: 51
 Jinking Limit: N/A

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 1/3 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 3 Thrust
 Roll Cost: 5 Thrust

COMBAT STATS

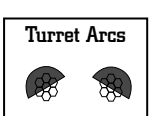
Fwd/Aft Defense: 7
 Sth/Port Defense: 9
 Free Thrust: 6
 Offensive Bonus: +4
 Initiative Bonus: +10

WEAPON LOADOUTS

Vasudan Light Laser
 Number of Guns: 2 (Turreted)
 Class: Laser
 Damage: 1d3
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -2
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn
 Point Value: 50 each
Special: -2 damage vs shields, minimum zero. Pre-Great War. Fighter does not have shields.

Avenger
 Number of Guns: 2 (Turreted)
 Class: Particle
 Damage: 1d6+1
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -2
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn
 Point Value: 75 each

Defence Turret
 One of the shuttle's turrets is considered destroyed when a shaded box has been marked off on the damage track.



SPECIAL NOTES
 Jump Delay: 20 Turns
 Not an Agile ship.
 May be used as breaching pod per standard rules.
 Loses one thrust per eight structure damage (as noted).

Shuttle #1				Shuttle #2				Shuttle #3			
	Dropped Out Destroyed		Dropped Out Destroyed			Dropped Out Destroyed					
	Initiative	Speed	Notes		Initiative	Speed	Notes		Initiative	Speed	Notes
Shuttle #4				Shuttle #5				Shuttle #6			
	Dropped Out Destroyed		Dropped Out Destroyed			Dropped Out Destroyed					
	Initiative	Speed	Notes		Initiative	Speed	Notes		Initiative	Speed	Notes
Shuttle #7				Shuttle #8				Shuttle #9			
	Dropped Out Destroyed		Dropped Out Destroyed			Dropped Out Destroyed					
	Initiative	Speed	Notes		Initiative	Speed	Notes		Initiative	Speed	Notes
Shuttle #10				Shuttle #11				Shuttle #12			
	Dropped Out Destroyed		Dropped Out Destroyed			Dropped Out Destroyed					
	Initiative	Speed	Notes		Initiative	Speed	Notes		Initiative	Speed	Notes