



Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Shivan Asmodeus Class Freighter

## SPECS

Class: Medium Ship  
 In Service: Unknown  
 Point Value: 140  
 Ramming Factor: 65  
 Jump Delay: 12 Turns

## MANEUVERING

Turn Cost: 1/4 Speed  
 Turn Delay: 1/4 Speed  
 Accel/Decel Cost: 1 Thrust  
 Pivot Cost: 2+2 Thrust  
 Roll Cost: 2+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13  
 Stb/Port Defense: 14  
 Engine Efficiency: 3/1  
 Extra Power: 0  
 Initiative Bonus: +12

## WEAPON DATA

### Flak Turret

Class: Particle  
 Mode: Pulse (Raking vs Ships)  
 Damage: 1d6  
 Maximum Pulses: 5  
 Pulse Grouping: +1 per 1  
 Range Penalty: -1 per hex  
 Fire Control: +0/+0/+3  
 Intercept Rating: -3 vs Ballistic  
 Rate of Fire: 1 per turn  
*Special: Does not breach fighter shields.*

### Heavy Laser Turret

Class: Laser  
 Mode: Standard  
 Damage: 1d6+3  
 Range Penalty: -2 per hex  
 Fire Control: +3/+3/+4  
 Intercept Rating: -2  
 (vs Slow Ballistic Only)  
 Rate of Fire: 1 per turn

### Light Laser Turret

Class: Laser  
 Mode: Standard  
 Damage: 1d6+2  
 Range Penalty: -2 per hex  
 Fire Control: +3/+3/+4  
 Intercept Rating: -2  
 (vs Slow Ballistic Only)  
 Rate of Fire: 1 per turn

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	1	1	2	2	2	2	3	3	3	3

## FORWARD HITS

1-4: Retro Thrust  
 5-6: Flak Turret  
 7-10: Cargo Pod  
 11-17: Structure  
 18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
 7-8: Heavy Laser Turret  
 9-10: Cargo Pod  
 11-17: Structure  
 18-20: PRIMARY Hit

## PRIMARY HITS

1-5: Port/Stb Thrust  
 7-8: Light Laser Turret  
 9-11: Cargo Pod  
 12-13: Jump Drive  
 14-15: Sensors  
 16-17: Engine  
 18-19: Reactor  
 20: C & C

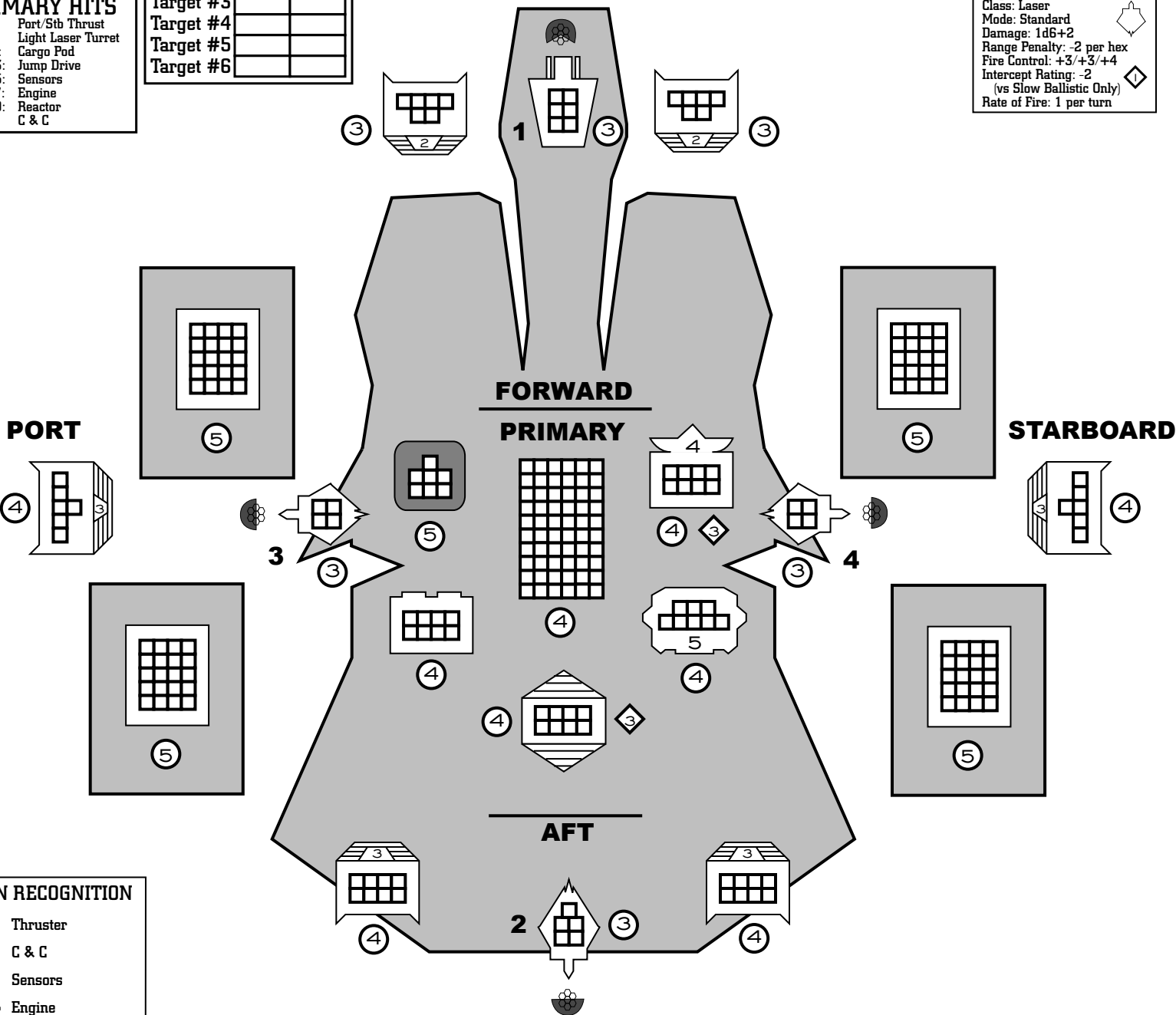
## SPECIAL NOTES

Gravitic Drives  
 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