



Name: _____ Counter: _____

Shivan Asmodeus Class Freighter



SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 13
In Service: Unknown	Turn Delay: 1/4 Speed	Stb/Port Defense: 14
Point Value: 140	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 3/1
Ramming Factor: 65	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 12 Turns	Roll Cost: 2+1 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 1 1 2 2 2 2 3 3 3 3	

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 <i>Special: Does not breach fighter shields.</i>
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

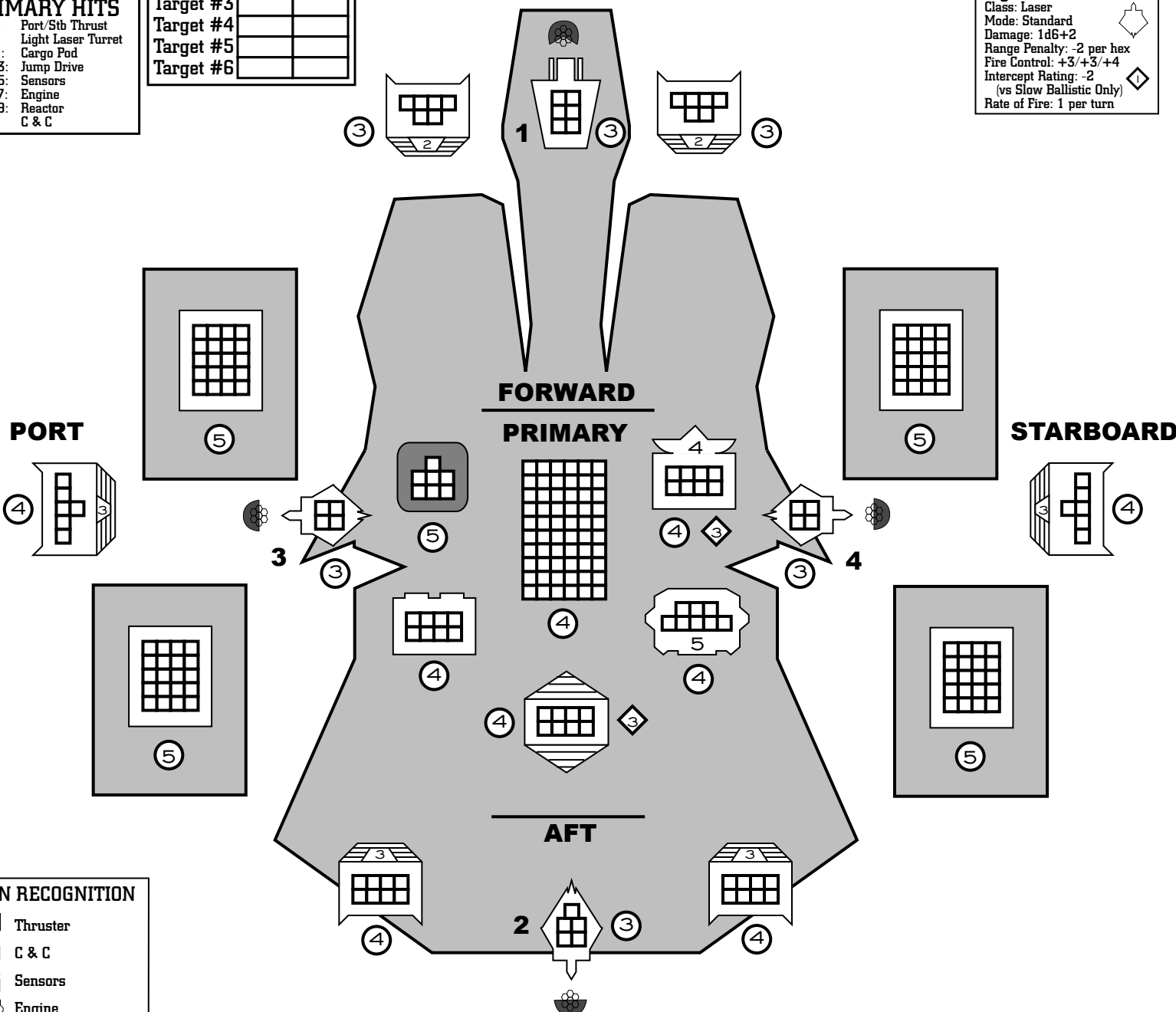
FORWARD HITS
1-4: Retro Thrust
5-6: Flak Turret
7-10: Cargo Pod
11-17: Structure
18-20: PRIMARY Hit

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