

Shivan Azrael Class Transport



SPECS

Class: Super-Heavy
 In Service: Unknown
 Point Value: 80 each
 Ramming Factor: 30
 Jinking Limit: N/A

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 5 Thrust
 Roll Cost: 2 Thrust

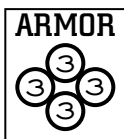
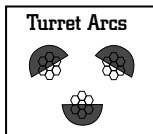
COMBAT STATS

Fwd/Aft Defense: 8
 Sth/Port Defense: 10
 Free Thrust: 9
 Offensive Bonus: +4
 Initiative Bonus: +9

WEAPON LOADOUTS

Light Laser
 Number of Guns: 3 (turrets)
 Class: Laser
 Damage: 1d6+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -2
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn

Defence Turret
 One random turret is destroyed when the each shaded box has been marked off on the damage track.



SPECIAL NOTES

Jump Delay: 10 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

Dropped Out Destroyed

Initiative	Speed	Notes
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Shuttle #2

Dropped Out Destroyed

Initiative	Speed	Notes
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Shuttle #3

Dropped Out Destroyed

Initiative	Speed	Notes
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Shuttle #4

Dropped Out Destroyed

Initiative	Speed	Notes
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Shuttle #5

Dropped Out Destroyed

Initiative	Speed	Notes
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Shuttle #6

Dropped Out Destroyed

Initiative	Speed	Notes
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Shuttle #7

Dropped Out Destroyed

Initiative	Speed	Notes
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Shuttle #8

Dropped Out Destroyed

Initiative	Speed	Notes
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Shuttle #9

Dropped Out Destroyed

Initiative	Speed	Notes
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Shuttle #10

Dropped Out Destroyed

Initiative	Speed	Notes
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Shuttle #11

Dropped Out Destroyed

Initiative	Speed	Notes
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Shuttle #12

Dropped Out Destroyed

Initiative	Speed	Notes
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