



# Vasudan Aten Class Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: HCV	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 14
In Service: 2357	Turn Delay: 1x Speed	Stb/Port Defense: 14
Point Value: 260	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 130	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 22 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
<b>Minerva Cannon</b>	
Class: Laser	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
<i>Anti-Fighter Mode</i>	
Mode: Standard	
Damage: 1d10	
Rate of Fire: 3 per turn	
<i>Anti-Ship Mode</i>	
Mode: Raking (6)	
Damage: 3d10	
Rate of Fire: 1 per turn	
<i>Special: Ignores Shields</i>	
<b>Particle Turret</b>	
Class: Particle	
Mode: Standard	
Damage: 6	
Range Penalty: -3 per 2 hexes	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 3 per turn	
<i>Alternate Mode: 8 damage, +3/+2/+0, RoF 2 per turn</i>	
<b>Mekhu HL-7 Turret</b>	
Class: Particle	
Mode: Standard	
Damage: 1d6+2	
Range Penalty: -2 per hex	
Fire Control: +2/+2/+4	
Intercept Rating: -4	
(vs Slow Ballistic Only)	
Rate of Fire: 1 per turn	
<b>CCEW Pod</b>	
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
4-6:	CCEW Pod
7-9:	Minerva Cannon
10:	Mekhu HL-7 Turret
11-18:	Forward Structure
19-20:	PRIMARY Hit

AFT HITS	
1-6:	Main Thrust
7-8:	Jump Drive Pod
9-10:	Particle Turret
11-18:	Aft Structure
19-20:	PRIMARY Hit

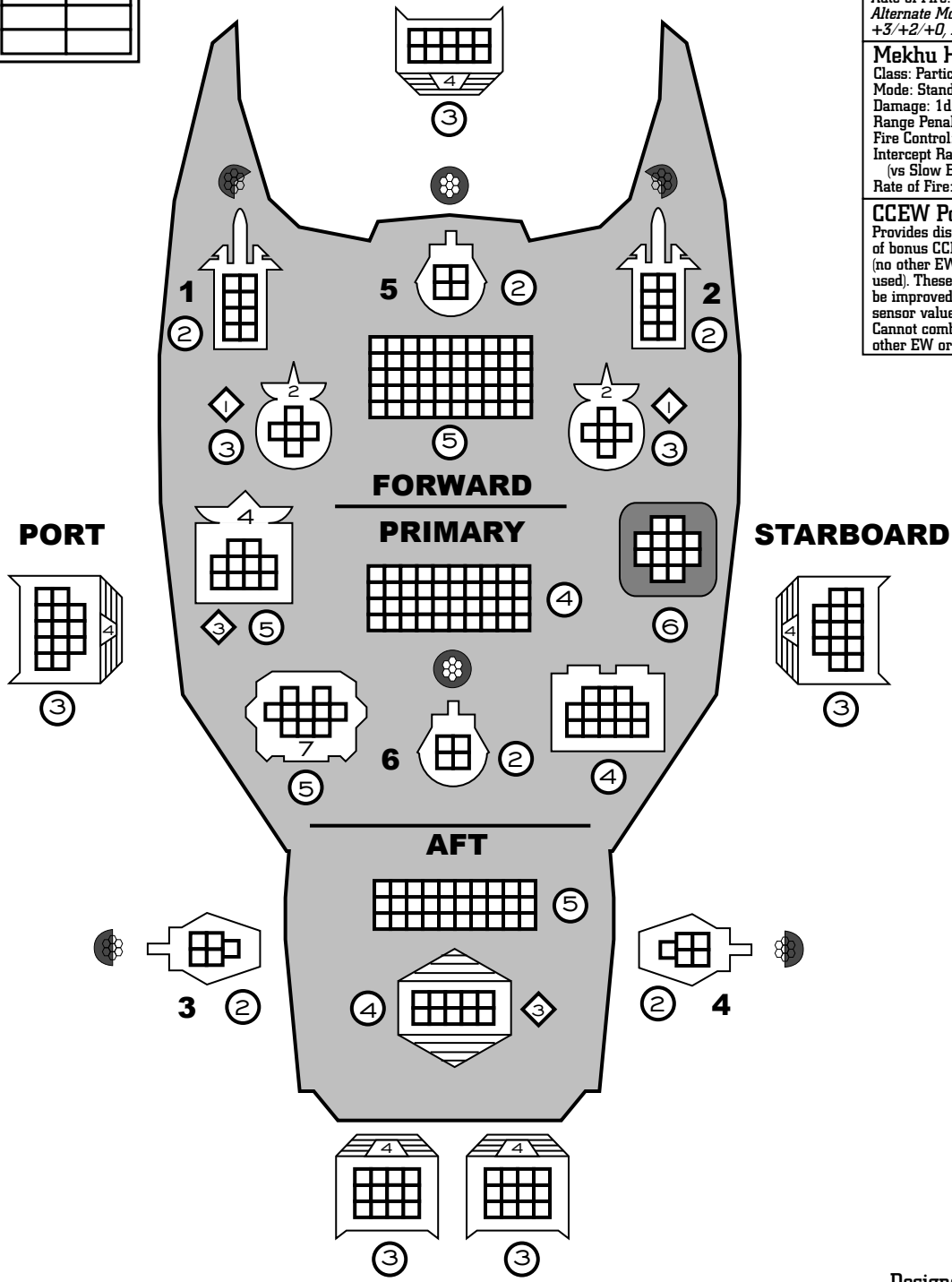
  

PRIMARY HITS	
1-10:	Primary Structure
11-12:	Port/Stb Thrust
13:	Mekhu HL-7 Turret
14-15:	Sensors
16-17:	Engine
18-19:	Reactor
20:	C&C

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
	CCEW Pod