



2ND EDITION

Vasudan Mentu Class Cruiser

SPECS

Class: Capital Ship
In Service: 2362
Point Value: 680
Ramming Factor: 330
Jump Delay: 18 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 15
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

Subclass: Alpha Beta

SENSOR LEVELS

Main Sensor Rating	5	6
CCEW Pod Ratings (each)	3	2
CCEW Power Requirements	2	1

Light Photon Cannon

Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Ignores Shields



FORWARD HITS

1-4: Retro Thrust
5-6: Minerva Cannon
7-8: Particle Turret
9-11: Flak Turret
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6: CCEW Pod
7-9: Particle Turret
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Jump Drive
9: Minerva Cannon
10: Hvy Particle Turret
11: Flak Turret
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Primary Structure
12-13: Hvy Particle 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		