



Vasudan Anuket Class Gas Miner



SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 12
In Service: 2349	Turn Delay: 1x Speed	Stb/Port Defense: 13
Point Value: 100	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 40	Pivot Cost: 2+1 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 2 3 3 3 4 4 4 4	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 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
<i>Special: Does not breach fighter shields</i>

FORWARD HITS
1-4: Retro Thrust
5-7: Sensors
8-10: Mekhu HL-7 Turret
11-17: Structure
18-20: PRIMARY Hit

SPECIAL NOTES
Limited Sensors
Subspace Drive

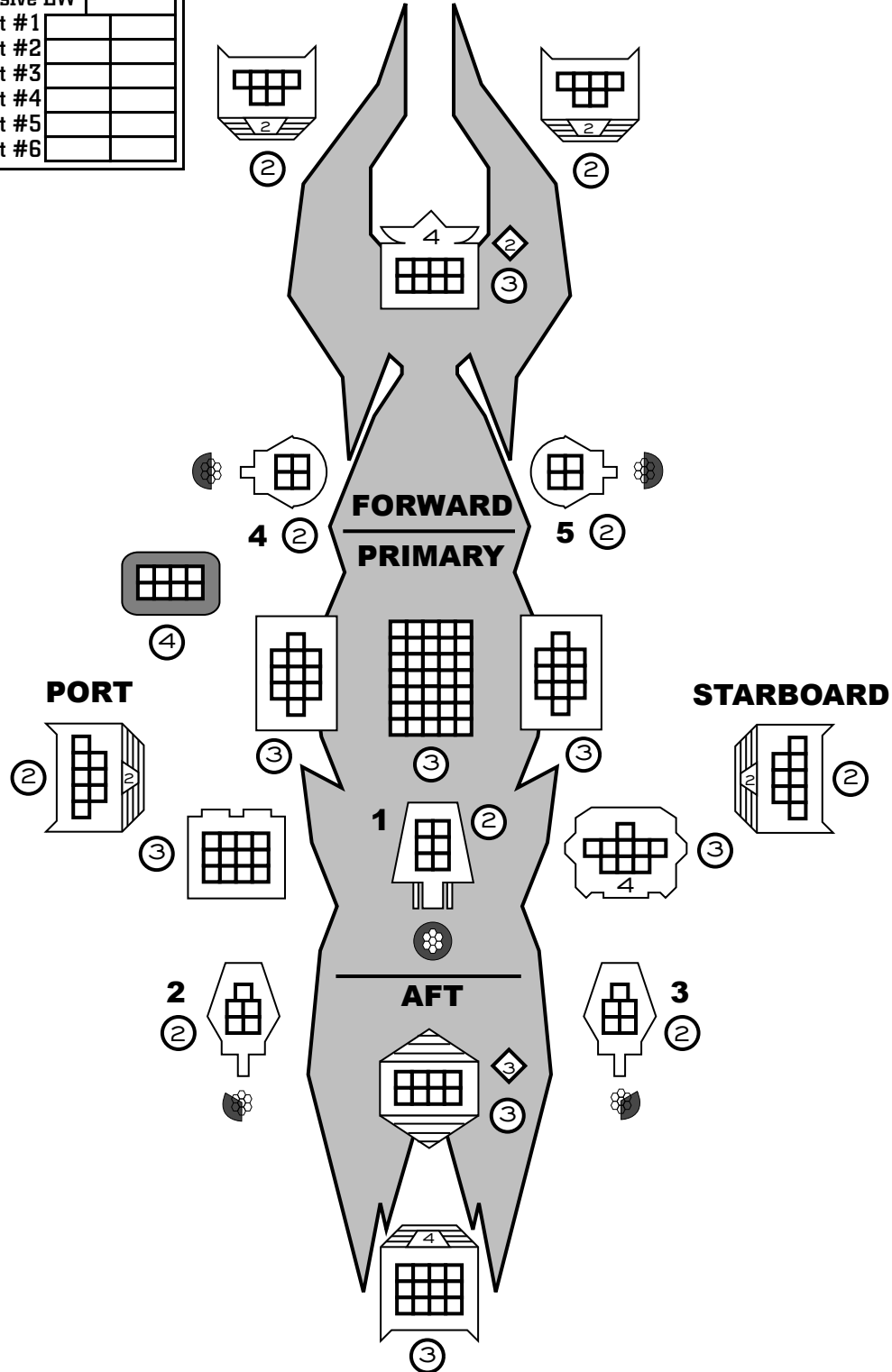
AFT HITS
1-5: Main Thrust
6-8: Jump Drive
9-11: Particle Turret
12-17: Structure
18-20: PRIMARY Hit

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

Particle Turret
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>

Mekhu HL-7 Turret
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

SPECIAL: Roll critical when Cargo is hit. On natural 20, cargo is destroyed and apply Flash hit equal to 3 times number of cargo boxes used to primary section.



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Jump Engine
	Cargo