



Vasudan Isis Class Transport

SPECS

Class: Super-Heavy
 In Service: 2328
 Point Value: 80 each
 Ramming Factor: 51
 Jinking Limit: N/A

MANEUVERING

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

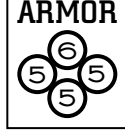
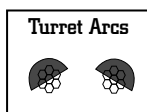
COMBAT STATS

Fwd/Aft Defense: 7
 Sth/Port Defense: 9
 Free Thrust: 6
 Offensive Bonus: +4
 Initiative Bonus: +10

WEAPON LOADOUTS

Mekhu HL-7
 Number of Guns: 2 (Turreted)
 Class: Particle
 Damage: 1d6+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -4
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn

Defence Turret
 One of the shuttle's turrets is considered destroyed when a shaded box has been marked off on the damage track.



SPECIAL NOTES

Jump Delay: 20 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
Shuttle #2			Dropped Out Destroyed		Initiative	Speed	Notes
Shuttle #3			Dropped Out Destroyed		Initiative	Speed	Notes
Shuttle #4			Dropped Out Destroyed		Initiative	Speed	Notes
Shuttle #5			Dropped Out Destroyed		Initiative	Speed	Notes
Shuttle #6			Dropped Out Destroyed		Initiative	Speed	Notes
Shuttle #7			Dropped Out Destroyed		Initiative	Speed	Notes
Shuttle #8			Dropped Out Destroyed		Initiative	Speed	Notes
Shuttle #9			Dropped Out Destroyed		Initiative	Speed	Notes
Shuttle #10			Dropped Out Destroyed		Initiative	Speed	Notes
Shuttle #11			Dropped Out Destroyed		Initiative	Speed	Notes
Shuttle #12			Dropped Out Destroyed		Initiative	Speed	Notes