



Atrides Battle Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 9854	Turn Delay: 2/3 Speed	Stb/Port Defense: 13
Point Value: 675	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 210	Pivot Cost: 2+2 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA

Heavy Lasgun
 Class: Laser
 Modes: R, P
 Damage: 4d10+15
 Range Penalty: -1 per 4 hexes
 Fire Control: +4/+3/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Class-S Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None
 Fire Control: +3/+3/+3
 Rate of Fire: 1 per 2 turns

Matter Cannon
 Class: Matter
 Modes: Standard
 Damage: 2d10+2
 Range Pen: -1 per 2 hexes
 Fire Control: +3/+3/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
 NOTE: may carry multi-phasic shells, changes damage to 3d10+9, mode to Piercing (2). Ignores Armor. Does Overkill. Costs 12 CP per shell.

FORWARD HITS
1-5: Retro Thrust
6-7: Heavy Laser
8-9: Matter Cannon
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
6-8: Class-S Missile Rack
9-10: Vulcan Railgun
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Vulcan Railgun
9-10: Matter Cannon
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-10: Primary Struct
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

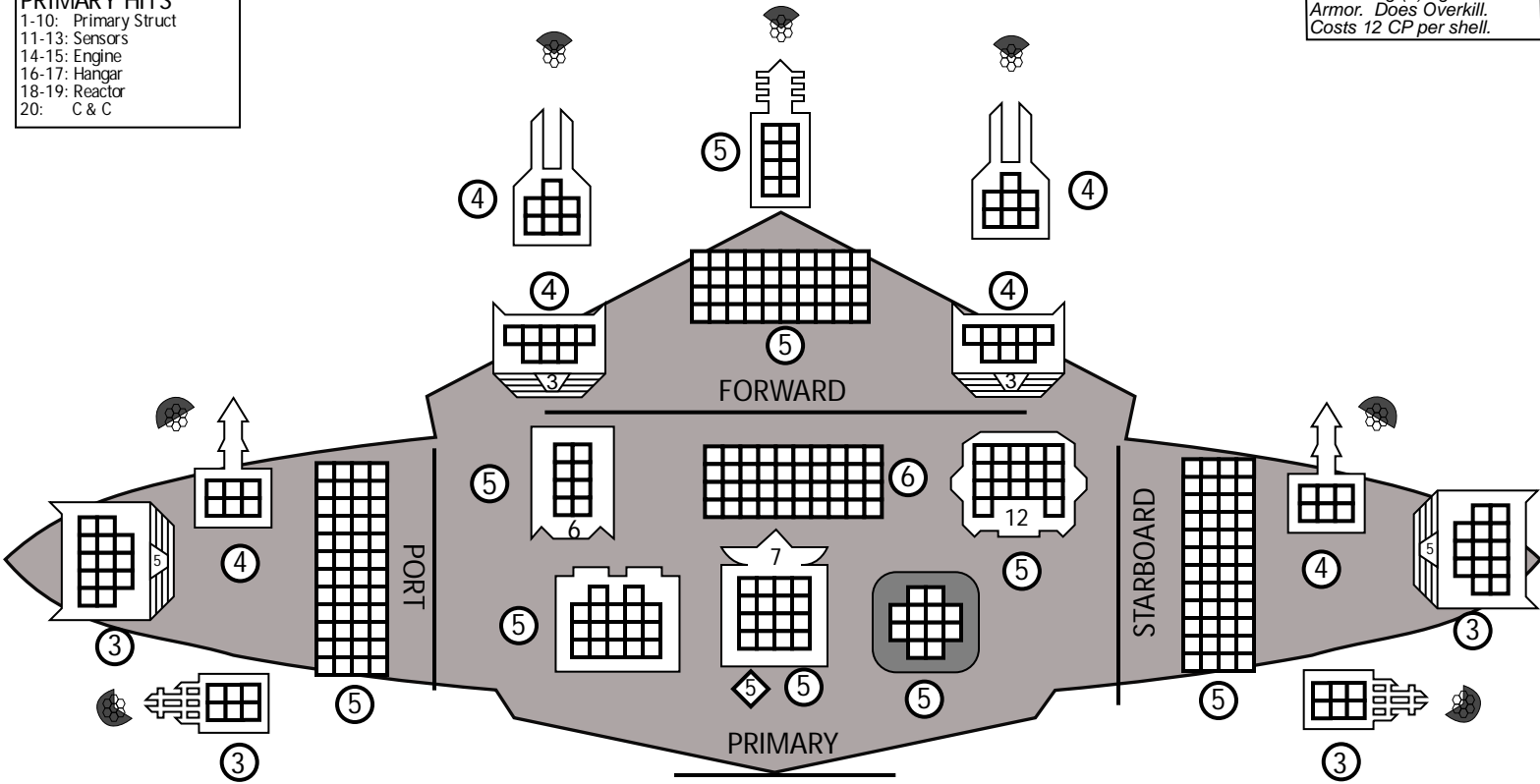
Target # 1	
Target # 2	
Target # 3	
Target # 4	
Target # 5	
Target # 6	

SPECIAL NOTES

Antiquated Sensors
 Atmosphere Capable
 Adds +1 Initiative to all Atrides Ships in Fleet

HANGAR

6 Battle Pods
 2 Shuttles: Thrust: 5
 Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Lasgun
- Class-S Missile Rack
- Matter Cannon
- Vulcan Railgun

Hufuf Lens Railgun
 Class: Matter
 Modes: Standard
 Damage: 1d6+5
 Range Penalty: -2 per 3 hexes
 Fire Control: +3/+3/+5
 Intercept Rating: -3 (Ballistic)
 Rate of Fire: 1 per turn

MISSILES

Rack # 1

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Rack # 2

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