

Atreides Guardian Rescue Ship

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 10/8
In Service: 9975	Turn Delay: 1/3 Speed	Stb/Port Defense: 13/11
Point Value: 315	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 1/1
Ramming Factor: 40	Pivot Cost: 1 Thrust	Extra Power: 0
Fold Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +9
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	



FORWARD HITS

1-5: Retro Thrust
6-7: Mdm Blast Cannon
8: Vulcan Railgun
9-11: Tractor Beam
12-17: Structure
18-20: PRIMARY Hit

SPECIAL NOTES

Antiquated Sensors
Atmospheric Capable
Repair: can repair any ship tracted and in same hex at normal speed of repair

AFT HITS

1-6: Main Thrust
7-8: Vulcan Railgun
9-10: Tractor Beam
11-17: Structure
18-20: PRIMARY Hit

SENSOR DATA

Defensive EW

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

PRIMARY HITS

1-6: Port/Stb Thrust
7-8: Cargo A
9-10: Repair
11-12: Sensors
13-14: Engine
15-16: Hangar
17-18: Reactor
19: Holtzman Shield
20: C&C

HANGAR

0 Fighters
8 Rescue Shuttles Thrust: 5
Armor: 3 Defense: 12/12

WEAPON DATA

Med Blast Cannon

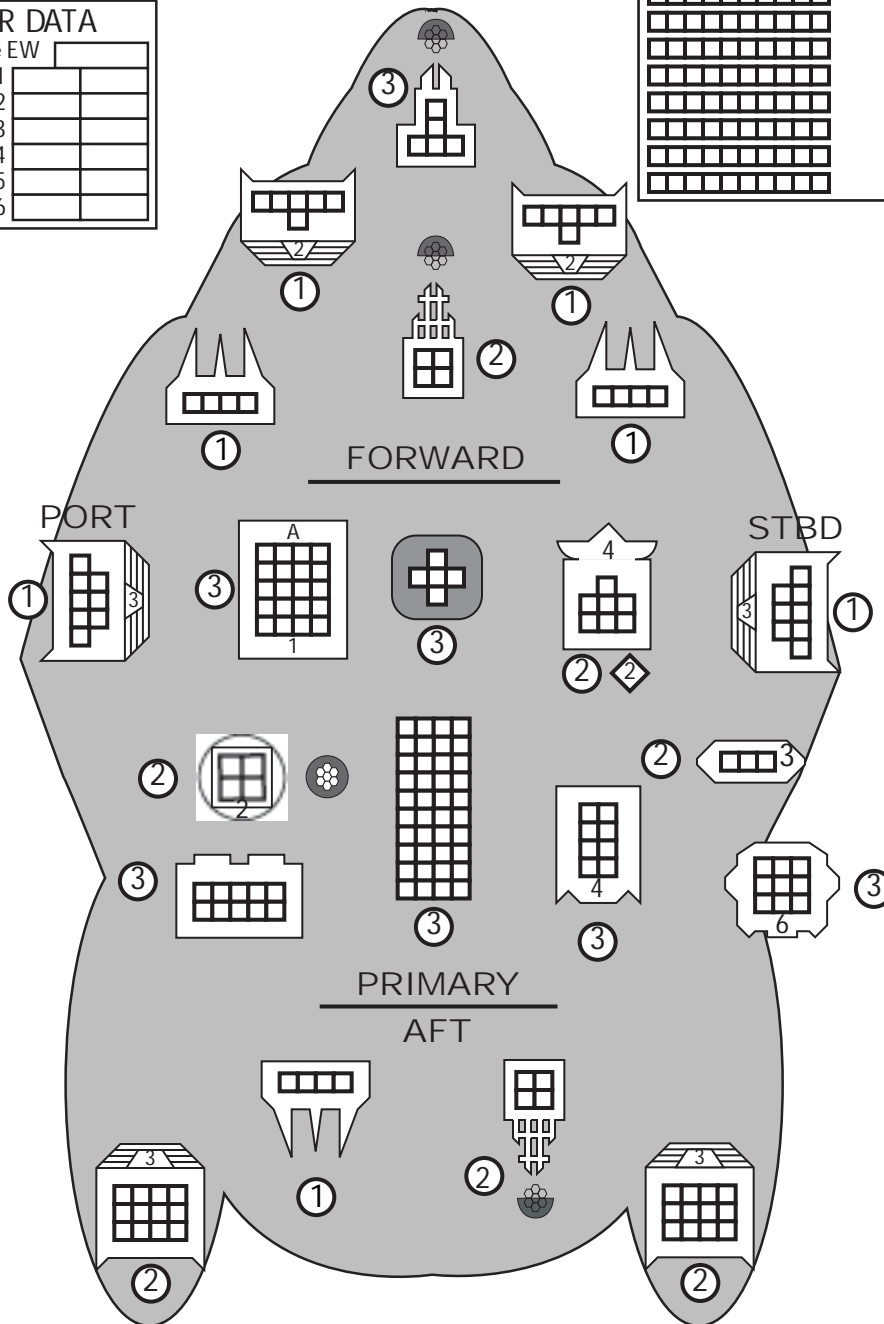
Class: Matter
Modes: Pulse
Damage: 5 1d5 times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range Pen: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Vulcan Railgun

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

Holtzman Shield

Subtract shield rating from chance to hit and incoming damage; laser hit causes Holtzman Effect



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Self-Repair
- Vulcan Railgun
- Med Blast Cannon
- Holtzman Shield