

Sardaukar Boarding Corvette

SPECS Class: Medium Ship In Service: 9612 Point Value: 380 Ramming Factor: 40 Jump Delay: N/A	MANEUVERING Turn Cost: 1/3 Speed Turn Delay: 1/3 Speed Acc/Dec Cost: 2 Thrust Pivot Cost: 1 Thrust Roll Cost: 2 Thrust	COMBAT STATS Fwd/Aft Defense: 11/8 Stb/Prt Defense: 13/10 Engine Efficiency: 2/1 Extra Power: +0 Initiative Bonus: +14
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	

WEAPON DATA

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

Grappling Claw
Attaches the Clawangle to the target vessel so boarding parties can be deposited.

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

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

FORWARD HITS
1-5: Forward Thrust
6-8: Grappling Claw
9-10: Mdm Blast Can.
11-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-5: Aft Thrust
6-7: Hangar
8-10: Barracks
11-12: Holtzman Shield
13-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-7: Port/Stbd Thrust
8-12: Vulcan Railgun
13-15: Sensors
16-17: Engine
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

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

SPECIAL NOTES

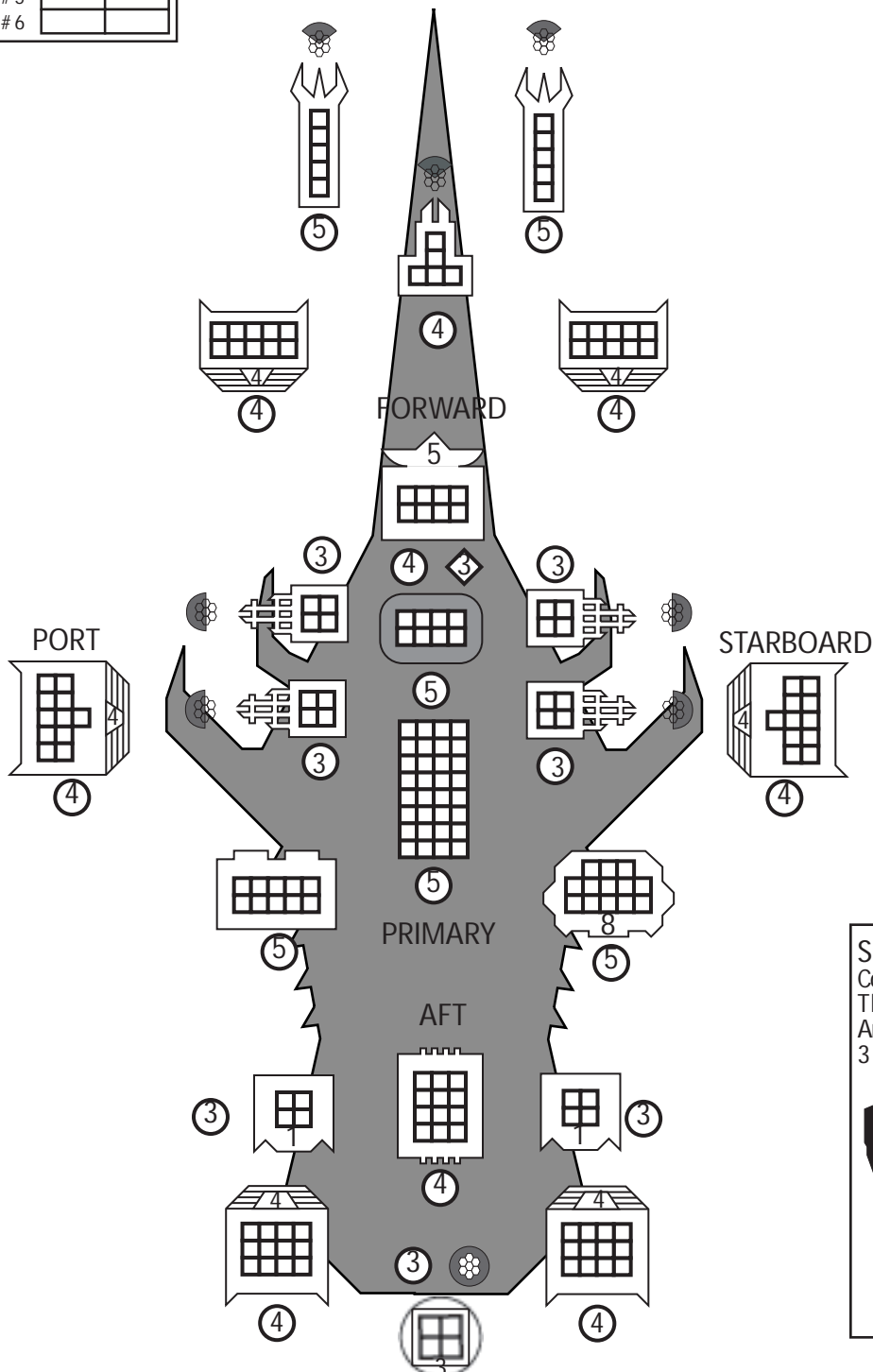
Agile Ship
10 Sardaukar Contingents
Antiquated Sensors
Atmosphere Capable

PORT HANGAR

2 Breaching Pods
2 Shuttle: Thrust: 4
Armor: 0 Defense: 8/9

STBD HANGAR

2 Breaching Pods
2 Shuttle: Thrust: 4
Armor: 0 Defense: 8/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Marine Barracks
- Grappling Claw
- Med Blast Cannon
- Holtzman Shield
- Vulcan Railgun

SARDAUKAR BREACH POD
Cost: 55 Defense: 10/7
Thrust: 8 Offense: 0
Armor: 5 Initiative: +10
3 point Holtzman Shield