



# House Harkonnen No Ship Prototype

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 10
In Service: 9980	Turn Delay: 1/2 Speed	Stb/Port Defense: 12
Point Value: 750	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Value: 40	Pivot Cost: 2 Thrust	Extra Power: +0
Jump 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 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

**HANGAR**

0 Fighters  
2 Shuttles: Thrust: 3  
Armor: 0 Defense: 11/11


**FORWARD HITS**

1-4: Retro Thrust  
5-6: Gauss Cannon  
7-9: Heavy Lasgun  
10-17: Structure  
18-20: PRIMARY Hit

**AFT HITS**

1-6: Main Thrust  
7-9: Vulcan Railgun  
10: No Cloak  
11-17: Structure  
18-20: PRIMARY Hit

**PRIMARY HITS**

1-8: Port/Stb Thrust  
9-11: Sensors  
12-14: Engine  
15-16: Hangar  
17-19: Reactor  
20: C & C

**SPECIAL NOTES**

Antiquated Sensors  
Atmosphere Capable  
No Cloak

**SENSOR DATA**

Defensive EW

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

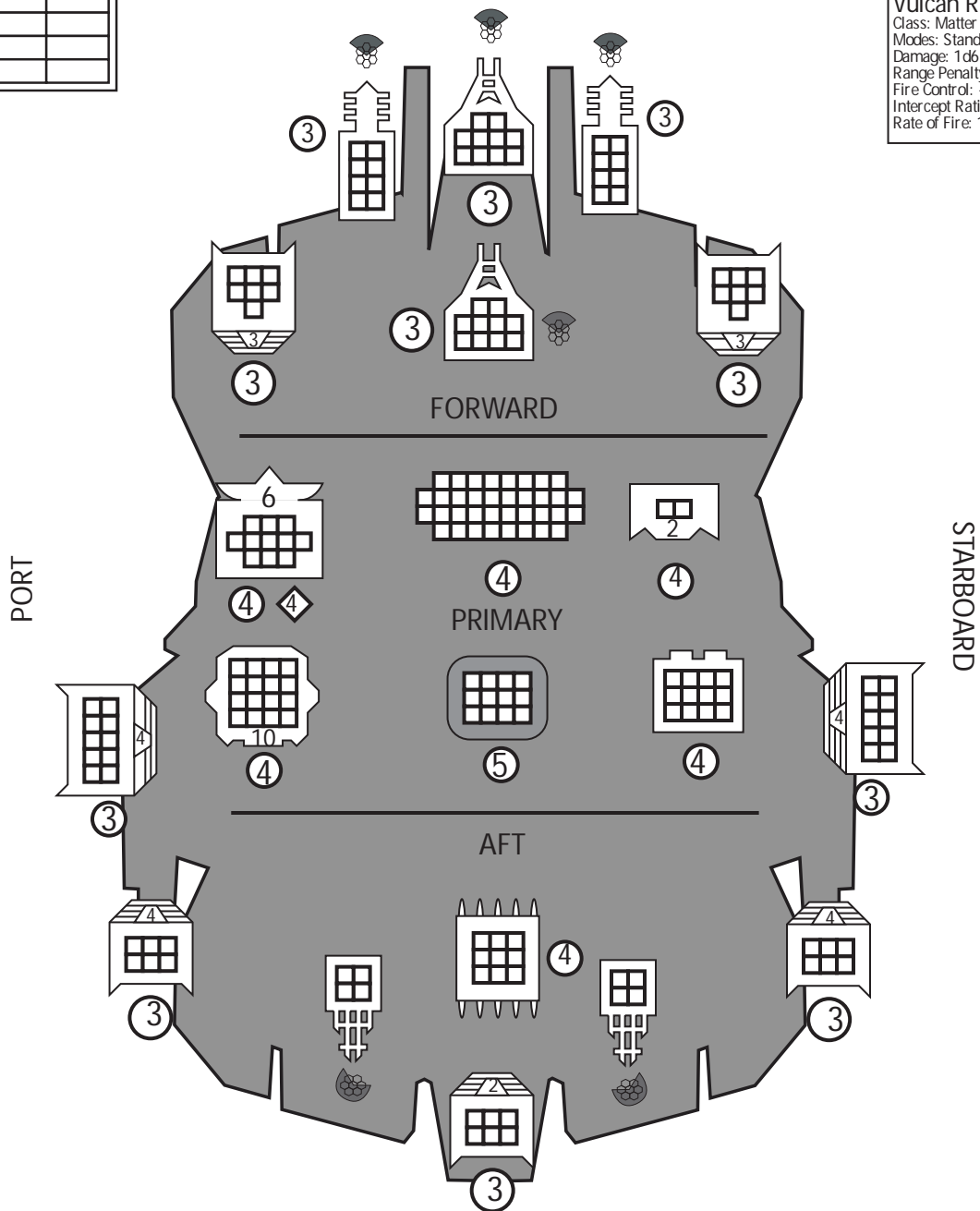
**WEAPON DATA**

**Heavy Lasgun**  
Class: Laser  
Modes: R, P, S  
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

**Gauss Cannon**  
Class: Matter  
Modes: Standard  
Damage: 1d10+10  
Range Penalty: -1 per hex  
Fire Control: +2/+1/-3  
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.*

**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



**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- No Cloak
- Hvy Lasgun
- Gauss Cannon
- Vulcan Railgun