

# Harkonnen Penance Ship

SPECS	MANEUVERING	COMBAT STATS
Class: Hv Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 9850	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 520	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 110	Pivot Cost: 2+2 Thrust	Extra Power: 0
Fold Delay: N/A	Roll Cost: 1+1 Thrust†	Initiative Bonus: +6
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	

## WEAPON DATA

**Hvy Recoil Cannon**  
 Class: Matter  
 Modes: Standard  
 Damage: 4d10+12  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +3/+2/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns  
 Special: each firing of Cannon counts as 2 points of thrust channeled to facing thruster.  
 See Rules. Does Overkill.

**Railgun**  
 Class: Matter  
 Modes: Standard  
 Damage: 3d10+3  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +2/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

**Triple Chaingun**  
 Class: Explosive  
 Mode: Standard  
 Damage: 1d6+2  
 Range Penalty: -2 per hex  
 Fire Control: +1/+2/+3  
 Intercept Rating: -1 (ballistic only)  
 Rate of Fire: 3 per turn

**Double Chaingun**  
 Class: Explosive  
 Mode: Standard  
 Damage: 1d6+2  
 Range Penalty: -2 per hex  
 Fire Control: +1/+2/+3  
 Intercept Rating: -1 (ballistic only)  
 Rate of Fire: 2 per turn

## HANGAR

0 Fighters  
 1 Shuttle: Thrust: 3  
 Armor: 1 Defense: 8/10



## FORWARD HITS

- 1-5: Retro Thrust
- 6-7: Double Chaingun
- 8: Railgun
- 9-11: Hvy Recoil Cannon
- 12-18: Forward Struct
- 18-20: PRIMARY Hit

## AFT HITS

- 1-5: Main Thrust
- 6-7: Double Chaingun
- 8: Railgun
- 9-11: Hvy Recoil Cannon
- 12-18: Aft Struct
- 18-20: PRIMARY Hit

## PRIMARY HITS

- 1-6: Primary Struct
- 7-9: Port/Stb Thrust
- 10-11: Convict Quarters
- 12-13: Sensors
- 14-15: Engine
- 16: Hangar
- 17-18: Reactor
- 19-20: C & C

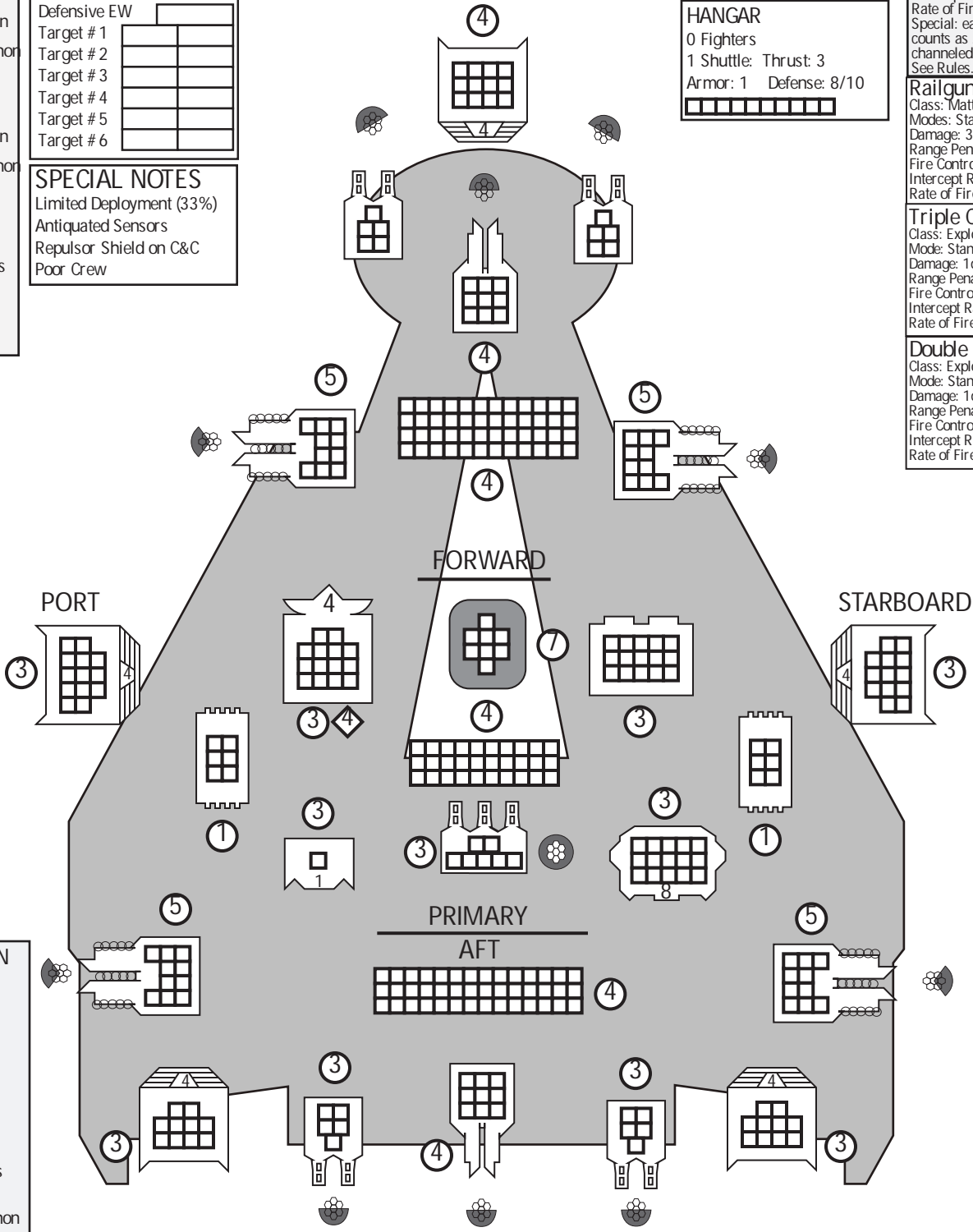
## SENSOR DATA

Defensive EW

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

## SPECIAL NOTES

- Limited Deployment (33%)
- Antiquated Sensors
- Repulsor Shield on C&C
- Poor Crew



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Convict Quarters
- Hvy Recoil Cannon
- Railgun
- Triple Chaingun
- Double Chaingun