



Ver 2: 2E/DW

Name: _____ Counter: _____

Bene Gesserit Acolyte Cutters (4)

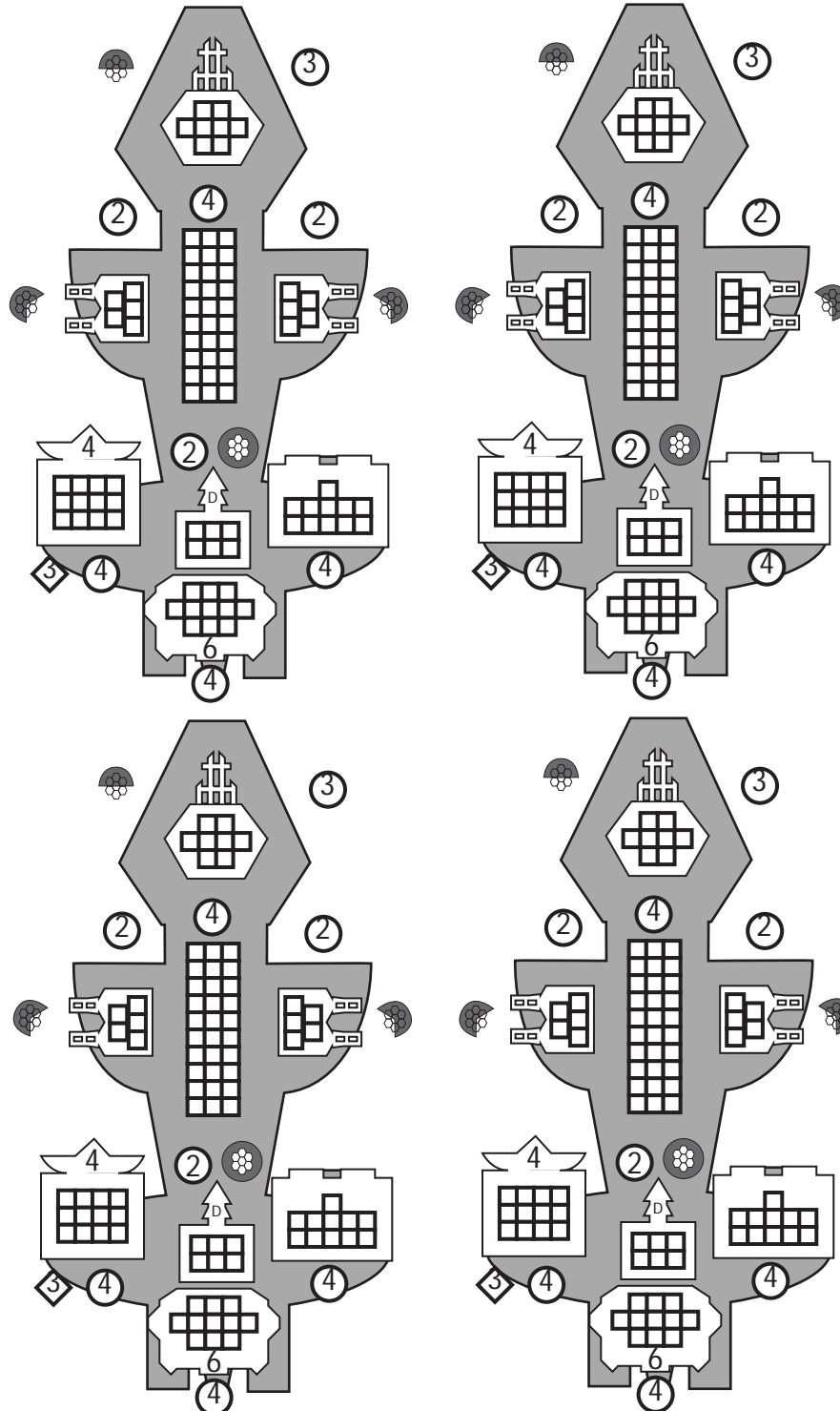
| SPECS | MANEUVERING | COMBAT STATS |
|----------------------|----------------------------|------------------------|
| Class: Lt Combat Vsl | Turn Cost: 1/4 Speed | Fwd/Aft Defense: 10 |
| In Service: 9655 | Turn Delay: 1/4 Speed | Stb/Port Defense: 11 |
| Point Value: 175 ea. | Accel/Decel Cost: 1 Thrust | Engine Efficiency: 1/1 |
| Ramming Factor: 40 | Pivot Cost: 1 Thrust | Extra Power: 0 |
| Jump Delay: N/A | Roll Cost: 1 Thrust | Initiative Bonus: +12 |
| Speed | 1 2 3 4 5 6 7 8 9 10 11 12 | |
| Turn Cost | 1 1 1 1 2 2 2 2 3 3 3 3 | |
| Turn Delay | 1 1 1 1 2 2 2 2 3 3 3 3 | |

HIT LOCATION

1-10: Structure
11-12: Rail Interceptor Array
13-15: Double Chaingun
16-17: Class-D Missile
18: Drive
19: Reactor
20: Control

SPECIAL NOTES

Antiquated Sensors
Atmosphere Capable



SENSOR DATA

Defensive EW

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

SENSOR DATA

Defensive EW

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

SENSOR DATA

Defensive EW

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

SENSOR DATA

Defensive EW

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

ICON RECOGNITION

- Control
- Drive
- Reactor
- Rail Interceptor
- Double Chaingun
- Type-D Missile Rack



WEAPON DATA

Rail Interceptor Array
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE
Class: Matter
Mode: Standard
Damage: 6 1d6 times
Range Penalty: -2 per hex
Fire Control: na/na/+5
Special: Can only target fighters in offensive mode

Double Chaingun

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

Class-D Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn
Special: Fires only missiles of types A, C, I, or Z.
Rate of Fire: 1 per turn