

Sardaukar Boarding Corvette

SPECIAL NOTES

Agile Ship
Special Hull Arrangement
(No Fwd/Aft Hits)
10 Sardaukar Contigents
Antiquated Sensors
Atmosphere Capable

SPECS

Class: Medium Ship
In Service: na
Point Value: 380
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/4 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

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 Only)
Rate of Fire: 1 per turn

Grappling Claw
Attaches the Claweye
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

SIDE HITS

1-5: Port/Stb Thrust
6-7: Vulcan Railgun
8-9: Grappling Claw
10: Mdm Blast Can.
11-12: Hangar
13-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Fwd/Aft Thrust
8-9: Holtzman Shield
10-11: Marine Barracks
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

Target # 4

Target # 5

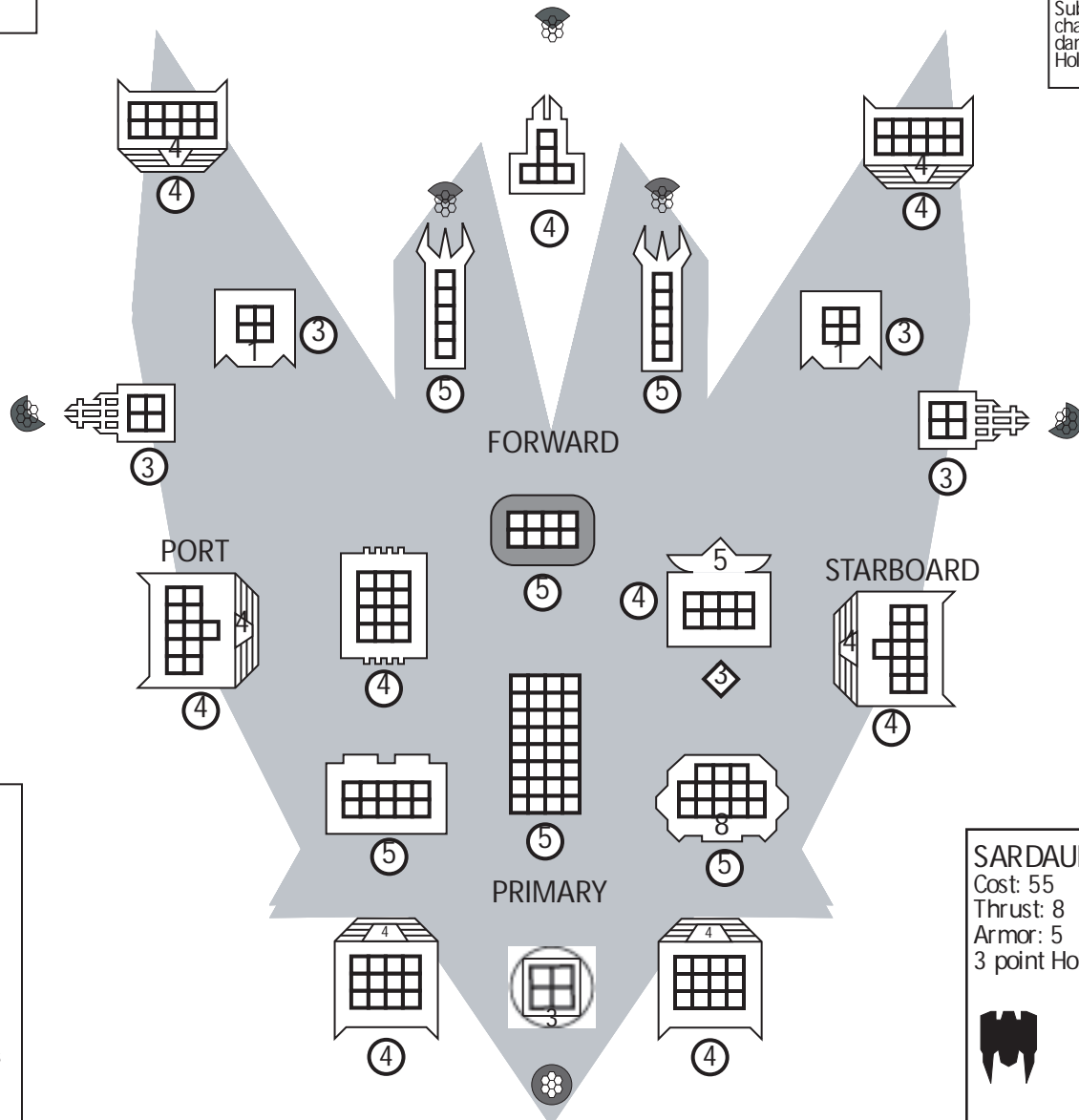
Target # 6

SIDE HANGAR

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

SIDE 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

