

Bene Gesserit Mission Protectiva Transport

SPECS

Class: Capital Ship
In Service: 9650
Point Value: 665
Ramming Factor: 250
Fold Delay: n/a

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 18/13
Stb/Port Defense: 18/13
Engine Efficiency: 3/1
Extra Power: 0
Initiative Penalty: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18



WEAPON DATA

Heavy Blast Cannon

Class: Matter
Modes: Pulse
Damage: 8 1d6 times
Maximum Pulses: 6
Grouping Range: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Triple Chaingun

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

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-6: Forward Thrust
7-9: Hvy Blast Cannon
10-11: Triple Chaingun
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-6: Side Thrust
7-8: Class-S Missile
9-11: Triple Chaingun
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Rear Thruster
7: Holtzman Shield
8-11: Cargo C/D
12-13: Triple Chaingun
14-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Structure
7-9: Cargo A/B
10-12: Hangar
13: Repulsor
14-15: Sensors
16-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES

Antiquated Sensors
Atmosphere Capable
Adds +1 Initiative to all
Bene Gesserit shps

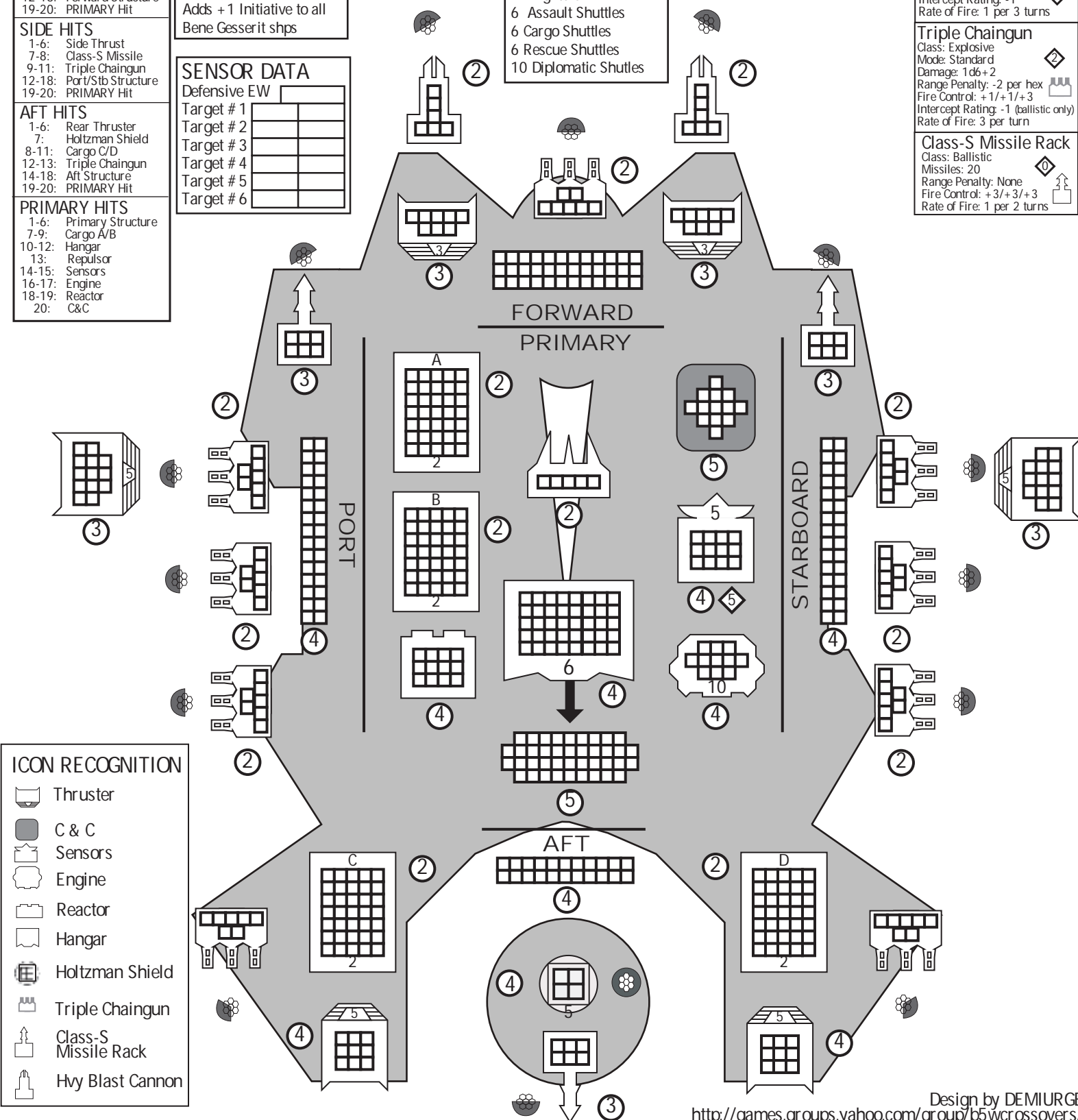
SENSOR DATA

Defensive EW

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

HANGAR

12 Fighters
6 Assault Shuttles
6 Cargo Shuttles
6 Rescue Shuttles
10 Diplomatic Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Holtzman Shield
- Triple Chaingun
- Class-S Missile Rack
- Hvy Blast Cannon