



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



### 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: -2 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

### SENSOR DATA

Defensive EW

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

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### ICON RECOGNITION

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

