

Bene Gesserit Gom Jabbar Corvette

SPECS

Class: Medium Ship
In Service: 9690
Point Value: 440
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +12

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

SPECIAL NOTES

Antiquated Sensors
Atmospheric
9 Marine Contingents
Uncommon Variant (33%)

HANGAR

9 Fighters
1 Shuttles: Thrust: 4
Armor: 0 Defense: 8/9
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FORWARD HITS

1-4: Retro Thrust
5-6: Marine Quarters
7-9: Matter Cannon
10: Grappling Claw
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Matter Cannon
9-10: Vulcan Railgun
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
8-10: Matter Cannon
11-12: Sensors
13-15: 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		

WEAPON DATA

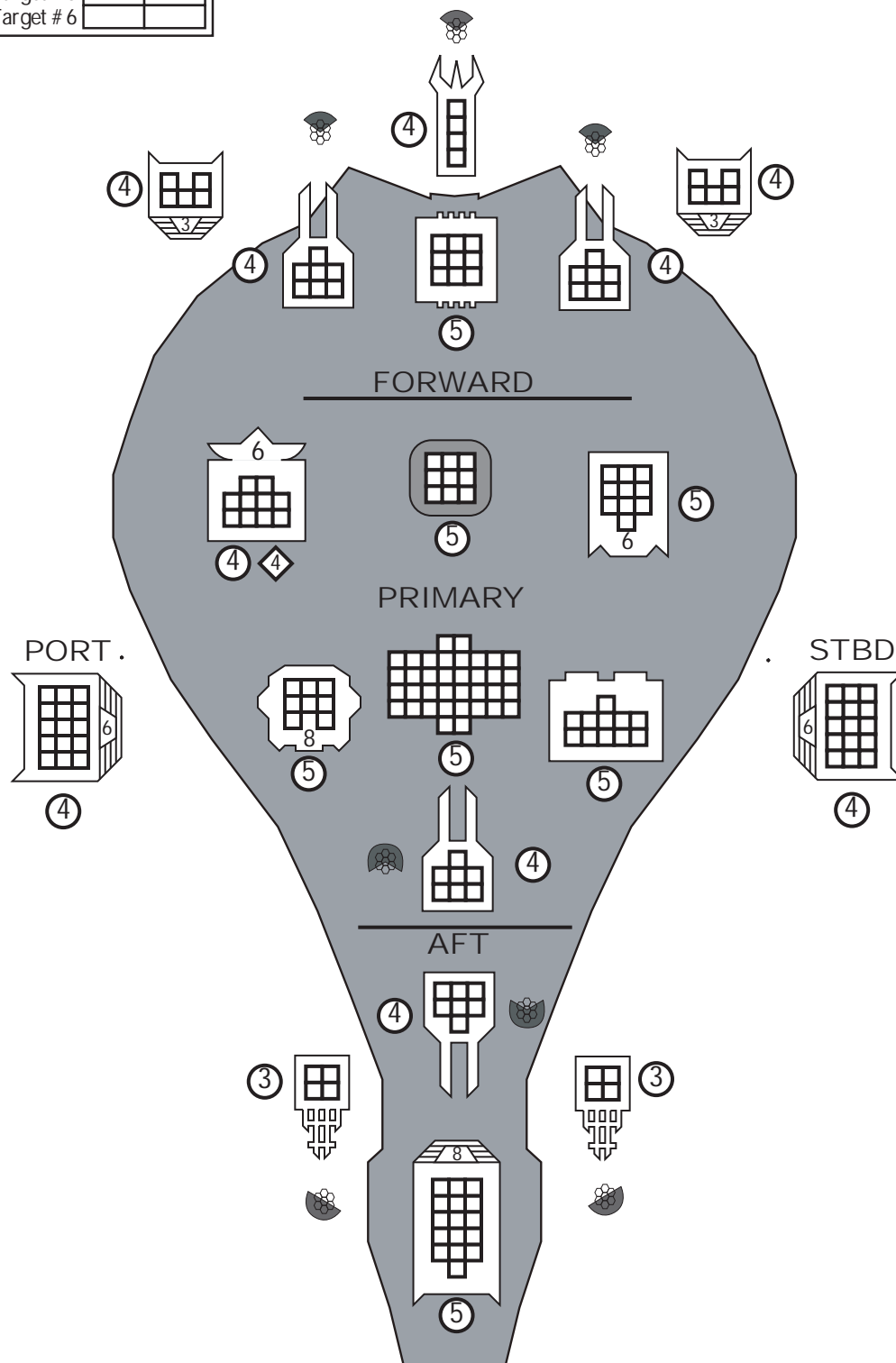
Matter Cannon
Class: Matter
Modes: Standard
Damage: 2d10+2
Range Pen: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
NOTE: may carry multi-phasic shells, changes damage to 3d10+9, mode to Piercing (2). Ignores Armor. Does Overkill. Costs 12 CP per shell.

Grappling Claw

Attaches the Assault
Lighter to the target
vessel so boarding parties
can be deposited.

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Quarters
- Matter Cannon
- Grappling Claw
- Vulcan Railgun