

# Atreides Patrol Carrier

| SPECS              | MANEUVERING                | COMBAT STATS            |
|--------------------|----------------------------|-------------------------|
| Class: Medium Ship | Turn Cost: 1/3 Speed       | Fwd/Aft Defense: 10/7   |
| In Service: 9850   | Turn Delay: 1/3 Speed      | Stb/Port Defense: 13/10 |
| Point Value: 420   | Accel/Decel Cost: 2 Thrust | Engine Efficiency: 1/1  |
| Ramming Factor: 40 | Pivot Cost: 1 Thrust       | Extra Power: 0          |
| Fold Delay: N/A    | Roll Cost: 1 Thrust        | Initiative Bonus: +10   |
| Speed              | 1 2 3 4 5 6 7 8 9 10 11 12 |                         |
| Turn Cost          | 1 1 1 2 2 2 3 3 3 4 4 4    |                         |
| Turn Delay         | 1 1 1 2 2 2 3 3 3 4 4 4    |                         |



**FORWARD HITS**

1-5: Retro Thrust  
6-7: Type D Missile  
8-11: Hufuf Lens Railgun  
12-17: Structure  
18-20: PRIMARY Hit

**AFT HITS**

1-6: Main Thrust  
7-9: Hufuf Lens Railgun  
10: Tractor Beam  
11-17: Structure  
18-20: PRIMARY Hit

**PRIMARY HITS**

1-6: Port/Stb Thrust  
7: Cargo A  
8-9: Repair  
10-11: Sensors  
12-13: Engine  
14-16: Hangar  
17-18: Reactor  
19: Holtzman Shield  
20: C&C

**SPECIAL NOTES**

Antiquated Sensors  
Atmospheric Capable  
Repair: can repair any ship tractor and in same hex at normal speed of repair

**SENSOR DATA**

Defensive EW

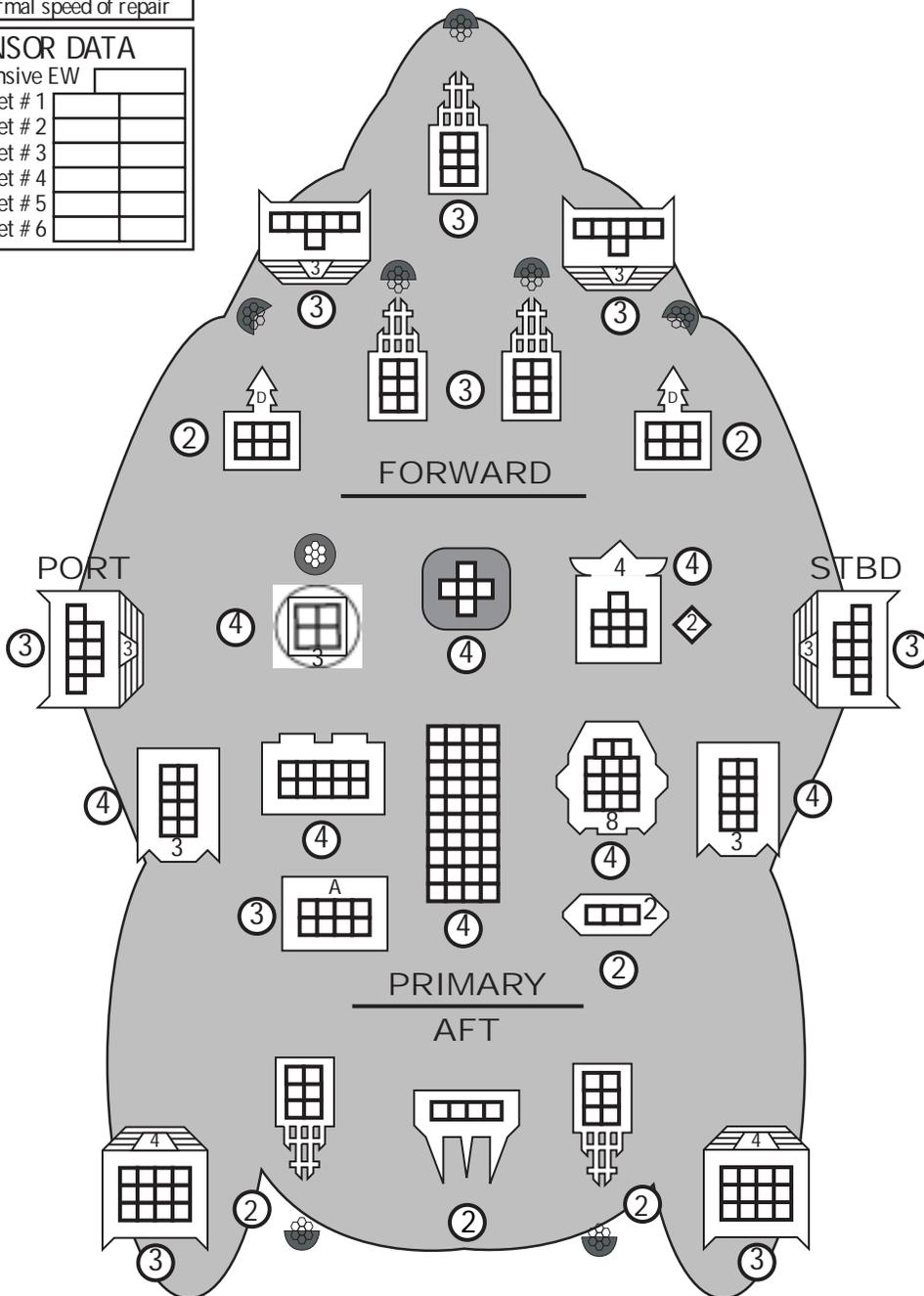
|            |  |
|------------|--|
| Target # 1 |  |
| Target # 2 |  |
| Target # 3 |  |
| Target # 4 |  |
| Target # 5 |  |
| Target # 6 |  |

**WEAPON DATA**

**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

**Hufuf Lens Railgun**  
Class: Matter  
Modes: Standard  
Damage: 1d6+5  
Range Penalty: -2 per 3 hexes  
Fire Control: +3/+3/+5  
Intercept Rating: -3 (Ballistic)  
Rate of Fire: 1 per turn

**Holtzman Shield**  
Subtract shield rating from chance to hit and incoming damage; laser hit causes Holtzmann Effect



**ICON RECOGNITION**

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Self-Repair
- Hufuf Lens Railgun
- Type-D Missile
- Holtzman Shield

**PORT HANGAR**

6 Fighters  
2 Shuttles Thrust: 5  
Armor: 3 Defense: 12/12

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| █ | █ | █ | █ | █ | █ |
| █ | █ | █ | █ | █ | █ |

**STBD HANGAR**

6 Fighters  
2 Shuttles Thrust: 5  
Armor: 3 Defense: 12/12

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| █ | █ | █ | █ | █ | █ |
| █ | █ | █ | █ | █ | █ |