



House Atreides Battle Frigate

SPECS

Class: Capital Ship
In Service: 2219
Point Value: 550
Ramming Factor: 210
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +2

WEAPON DATA

Heavy Lasgun
Class: Laser
Modes: R, P
Damage: 4d10+15
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Class-S Missile Rack

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

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

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

Turn Cost 1 2 2 3 4 4 5 6 6 7 8 8
Turn Delay 1 2 2 3 4 4 5 6 6 7 8 8

HANGAR

0 Fighters
2 Shuttles: Thrust: 5
Armor: 0 Defense: 9/10

FORWARD HITS

1-5: Retro Thrust
6-7: Heavy Laser
8-9: Matter Cannon
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-8: Class-S Missile Rack
9-10: Vulcan Railgun
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Vulcan Railgun
9-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Struct
12-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

Target # 4

Target # 5

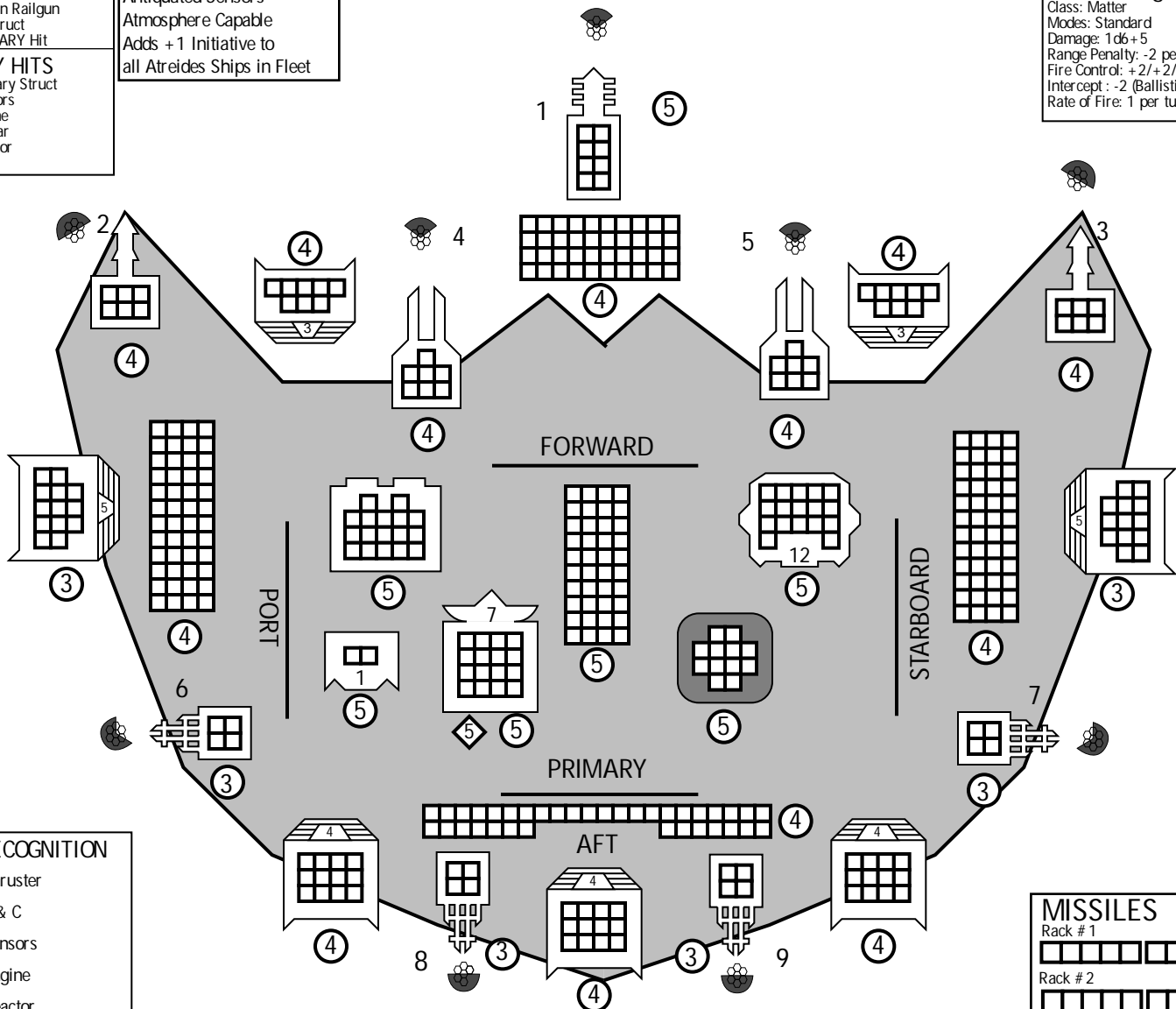
Target # 6

SPECIAL NOTES

Antiquated Sensors

Atmosphere Capable

Adds +1 Initiative to
all Atreides Ships in Fleet



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Lasgun
- Class-S Missile Rack
- Matter Cannon
- Vulcan Railgun

MISSILES

Rack # 1

1 2 3 4 5 6 7 8 9 10

Rack # 2

1 2 3 4 5 6 7 8 9 10