

Version 2: 2E/Dune Wars

Name: _____

Counter: _____

Atreides Militia Torpedo Cutter (4)

SPECS

Class: Lt. Combat Vsl
In Service: 9680
Point Value: 170 each
Ramming Factor: 25
Fold Delay: n/a

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 9
Stb/Port Defense: 10
Engine Efficiency: 1/1
Extra Power: +0
Initiative Bonus: +14

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

Single Chaingun

Class: Explosive
Mode: Standard
Damage: 1d6+2
Range Penalty: -2 per hex
Fire Control: +1/+2/+4
Intercept Rating: -1 (ballistic only)
Rate of Fire: 1 per turn

WEAPON DATA

Class-S Missile Rack

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

Vulcan Railgun

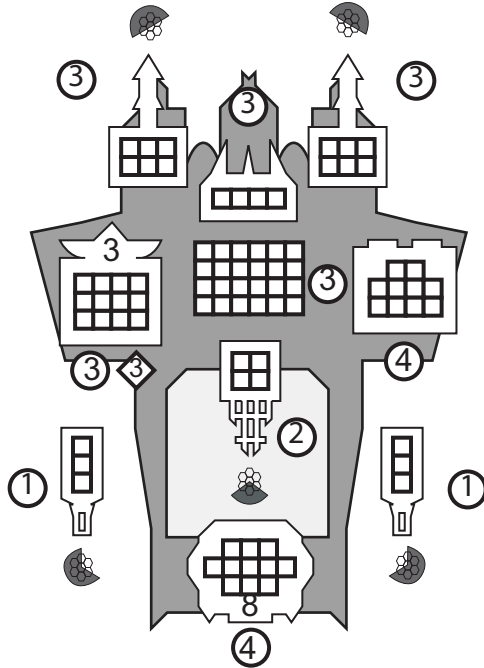
Class: Matter
Modes: Standard
Damage: 1d6+5
Range Penalty: -2 per 3 hexes
Fire Control: +2/+2/+2
Intercept Rating: -2 (Ballistic)
Rate of Fire: 1 per turn

HIT LOCATIONS

- 1-7: Structure
- 8-11: Class-S Missile
- 12-14: Single Chaingun
- 15: Vulcan Railgun
- 16-17: Drive
- 18: Tractor Beam
- 19: Reactor
- 20: Control

SPECIAL NOTES

Agile Ship
Atmospheric Capable
Antiquated Sensors



← Torpedo Cutter # 1

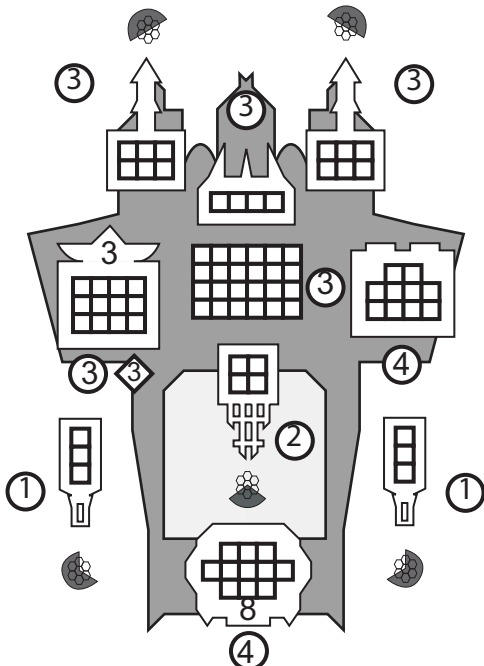
SENSOR DATA

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

Torpedo Cutter # 2 →

SENSOR DATA

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



← Torpedo Cutter # 3

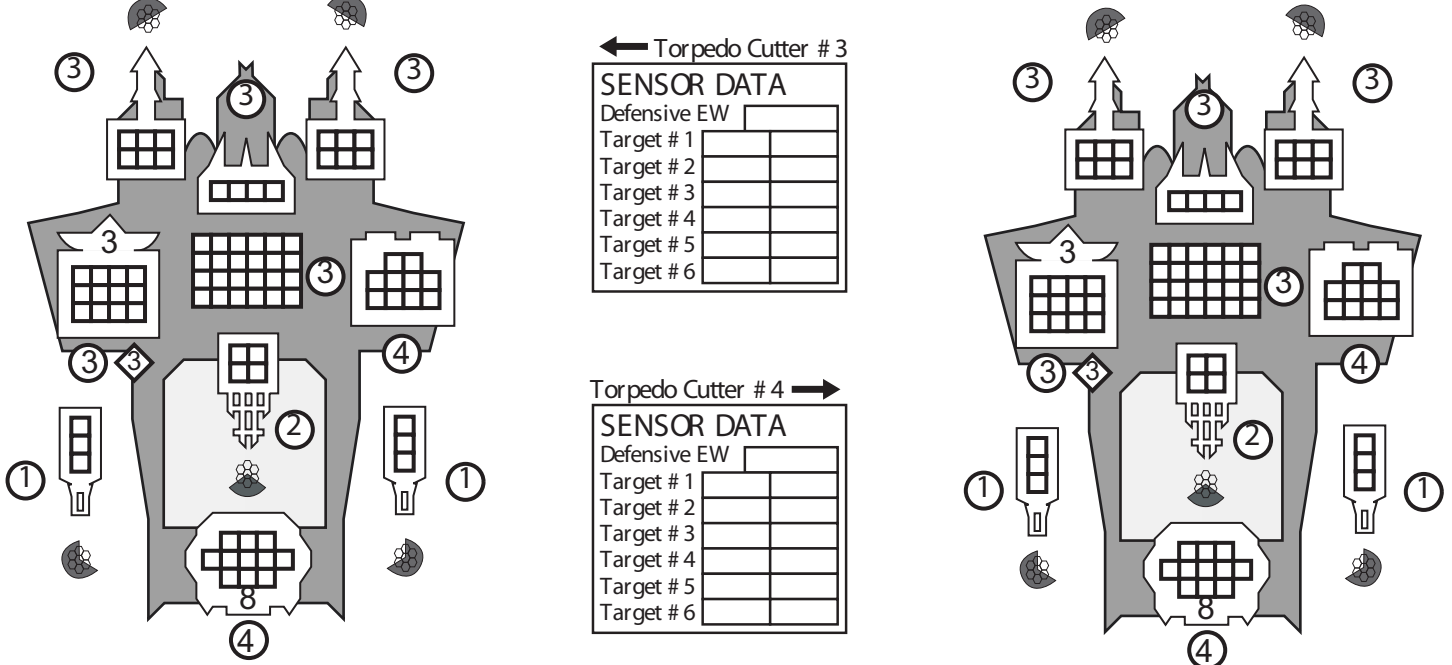
SENSOR DATA

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

Torpedo Cutter # 4 →

SENSOR DATA

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



ICON RECOGNITION

- Control
- Reactor
- Class-S Missile
- Vulcan Railgun
- Drive
- Tractor Beam
- Single Chaingun

