

Ver 1: 2E/DW

Name: _____ Counter: _____

Harkonnen Stalker Cutters (2)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 11/7
In Service: 9825	Turn Delay: 1/4 Speed	Stb/Port Defense: 12/8
Point Value: 265	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: +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	

HIT LOCATION

- 1-9: Structure
- 10-11: Class-T Missile
- 12: Vulcan Railgun
- 13-14: Sensor Mine
- 15: Hangar
- 16-17: Holtzman Shield
- 18: Drive
- 19: Reactor
- 20: Control

ICON RECOGNITION

- Control
- Drive
- Reactor
- Hangar
- Vulcan Railgun
- Class-T Missile
- Holtzman Shield
- Sensor Mine

SPECIAL NOTES

Antiquated Sensors
Atmosphere Capable

PORT HANGAR

1 Breaching Pod
1 Escape Pod: Thrust: 8
Armor: 3 Defense: 7/7



STBD HANGAR

1 Breaching Pod
1 Escape Pod: Thrust: 8
Armor: 3 Defense: 7/7



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

Sensor Mine

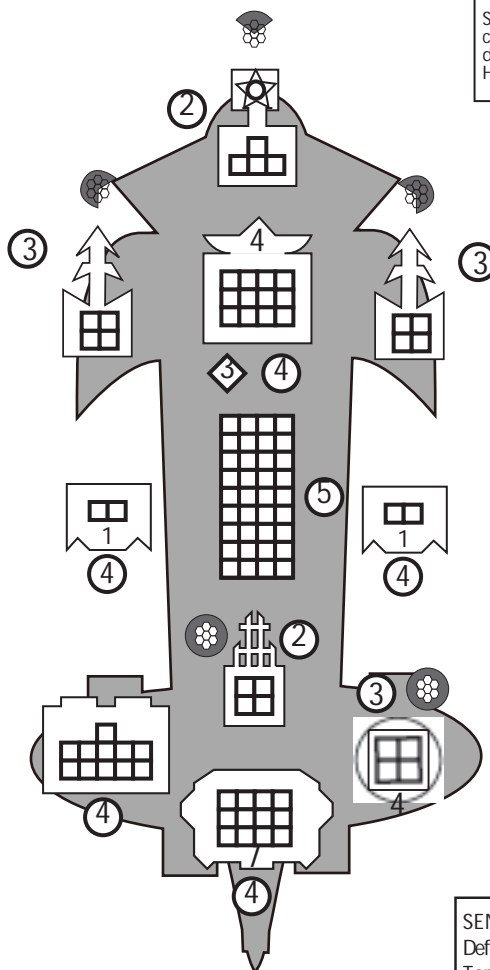
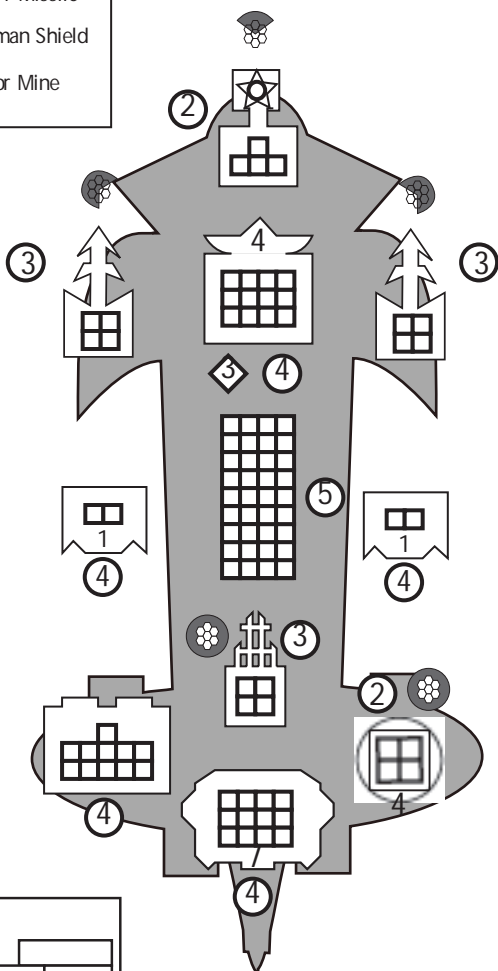
Class: Ballistic/Hex
Mines: 4
Range Limit: 30 hexes
Fire Control: N/A
Rate of Fire: 1 per 3 turns
Special: *Sensor lock, adds +3 for ballistics, within 12 hexes of Mine. See rules.*

Class-T Missile Rack

Class: Ballistic
Mode: Standard
Damage: 12 or special
Range Penalty: N/A (10 max)
Fire Control: +3/+3/+4
Intercept Rating: N/A
Rate of Fire: 1 per turn
Special: *Against Ships, 50% chance of hitting facing thruster instead of normal damage roll, against fighters and shuttles, does 1d10 damage, subtracts 1d6 thrust*

Holtzman Shield

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



SENSOR DATA

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

SENSOR DATA

Defensive EW		
Target #1		
Target #2		
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