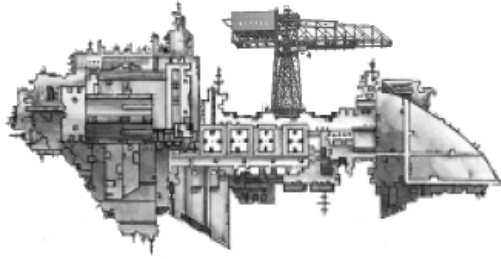


SALVAGE SHIP pts: special



Salvage ships are used by a Battlefleet in a wide variety of functions, primarily to help maintain technical capabilities far from a planetary shipyard. Each such vessel contains a variety of Adepts from the Mechanicum, organized by mission-type, and is capable of getting the techs where they are needed the most. While most Imperial Naval vessels have a large contingent of Mechanicum Adepts aboard, these are usually only trained and equipped to maintain a ship's existing systems. If a component needs to be completely replaced, or required significant modifications, then a Salvage Ship is called in. Of-course Salvage Ships are likewise capable of towing wrecks and hulks back to a deep-dock station.

Notes: Salvage Ships do not have the powerful drives routinely fitted to warships. Transports using All Ahead Full orders only add +3D6cm to their speed. They also reduce their randomly rolled Leadership by one so they will have a Leadership value of between 5 and 8. Salvage Ships have 'special' for their points value as they are usually only used as objectives in missions.

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	5+	0