

# BE Broadhead-Class Torpedo Cruiser

## SPECS

Class: Capital Ship  
 In Service: 5000  
 Point Value: 160  
 Ramming Factor: 180  
 Jump Delay: N/A

## MANEUVERING

Turn Cost: 1x Speed  
 Turn Delay: 4/3 Speed  
 Accel/Decel Cost: 3 Thrust  
 Pivot Cost: 3+2 Thrust  
 Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
 Stb/Port Defense: 15  
 Engine Efficiency: 5/1  
 Extra Power: +0  
 Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

Version 1.0: 2E/Fate

## CLASS SPECS

Number in Class: 6  
 Manufacturer:  
*Devout Naval Yards,  
 Subee Orbit*

## HANGAR

0 Fighters  
 2 Shuttles: Thrust: 4  
 Armor: 0 Defense: 12/13



## WEAPON DATA

### Boosted Torpedo

Class: Ballistic (Torpedo)  
 Modes: Standard  
 Damage: 12  
 Range Penalty: None  
 Maximum Range: 30 hexes  
 Fire Control: +1/-1/--  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

### Pulsar Cannon

Class: Projectile  
 Modes: Pulse  
 Damage: 6 1d3 Times  
 Maximum Pulses: 3  
 Grouping Range: +1 per 6  
 Range Penalty: -1 per hex  
 Fire Control: +2/+1/+1  
 Intercept Rating: -1  
 Rate of Fire: 1 per 2 turns

### Rotary Cannon

Class: Projectile  
 Modes: Raking (2)  
 Damage: 1d3+2  
 Range Penalty: -3 per hex  
 Fire Control: +3/+3/+3  
 Intercept Rating: -1  
 (vs Ballistic only)  
 Rate of Fire: 1 per turn

### Gatling Cannon

Class: Projectile  
 Modes: Raking (2)  
 Damage: 2d3+2  
 Range Penalty: -3 per hex  
 Fire Control: +4/+4/+4  
 Intercept Rating: -2  
 (vs Ballistic only)  
 Rate of Fire: 1 per turn

## TORPEDOS

Rack #1



Rack #2



Rack #3



Rack #4



## FORWARD HITS

1-4: Retro Thrust  
 5-8: Boosted Torpedo  
 9-11: Rotary Cannon  
 12-18: Forward Structure  
 19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
 6-9: Pulsar Cannon  
 10-18: Port/Stb Structure  
 19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
 8-18: Aft Structure  
 19-20: PRIMARY Hit

## PRIMARY HITS

1-12: Primary Structure  
 13-14: Sensors  
 15-16: Engine  
 17: Hangar  
 18-19: Reactor  
 20: C & C

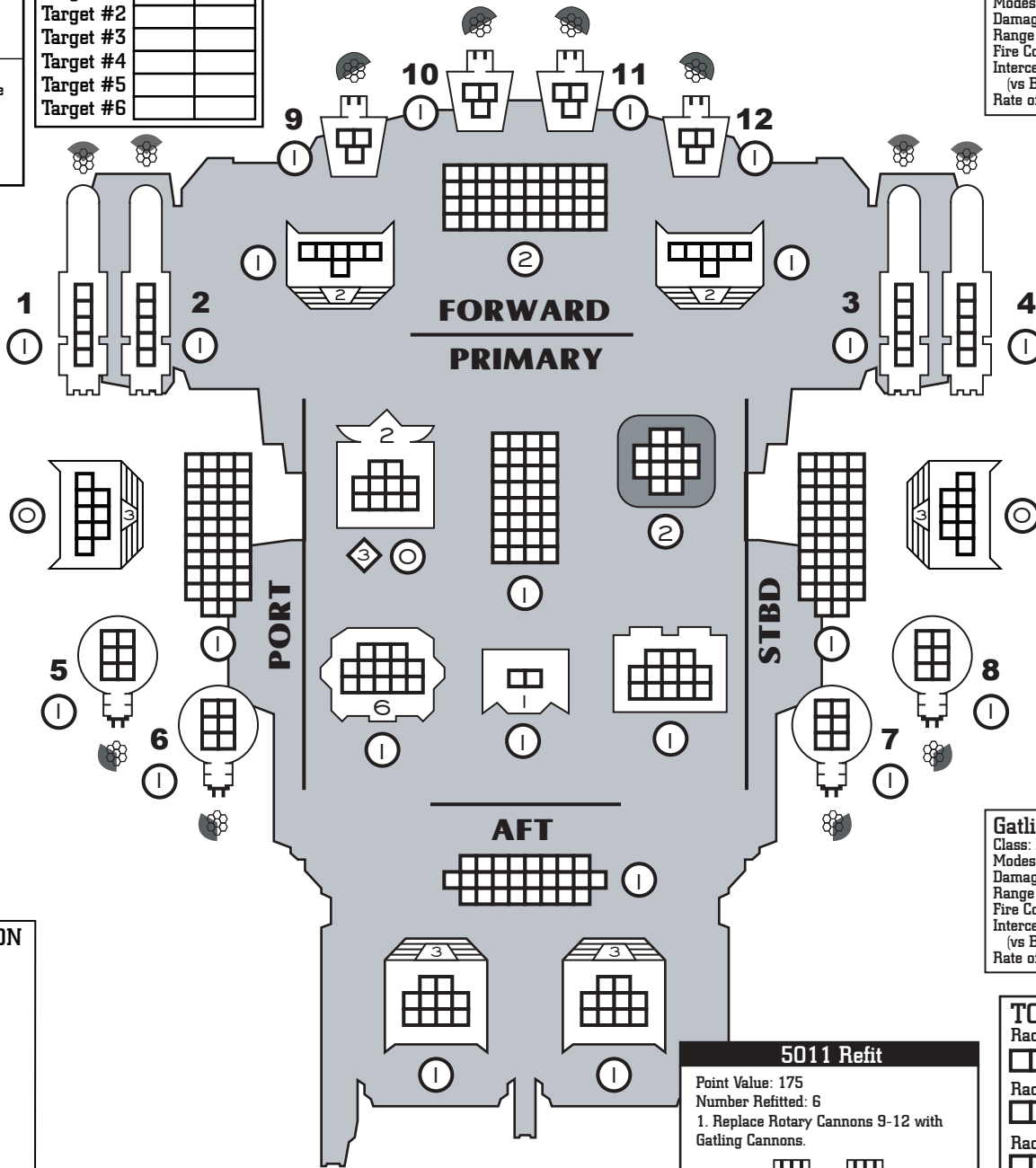
## SPECIAL NOTES

Ammo Storage Level 1  
 Antiquated Sensors  
 Fission Reactor  
 Vulnerable to Criticals

## SENSOR DATA

Defensive EW

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



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Pulsar Cannon
- Boosted Torpedo
- Rotary Cannon

## 5011 Refit

Point Value: 175  
 Number Refitted: 6  
 1. Replace Rotary Cannons 9-12 with Gatling Cannons.

