

BE Onatah-Class Torpedo Destroyer

SPECS

Class: HCV
 In Service: ????
 Point Value:
 Ramming Factor: 80
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 14
 Engine Efficiency: 4/1
 Extra Power: +0
 Initiative Bonus: +6

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

Version 1.0: 2E/Fate

FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Torpedo Tube
- 6-7: Light Pulsar Cannon
- 8-9: Gatling Cannon
- 10-18: Forward Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Engine
- 9: Hangar
- 10-11: Light Torpedo Tube
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9-10: Light Torpedo Tube
- 11-13: Port/Stbd Thrust
- 14-15: Sensors
- 16-17: Engine
- 18: Gravity Deck
- 19: Reactor
- 20: C & C

SPECIAL NOTES

Ammo Storage Level 1
 Antiquated Sensors
 Fission Reactor

SENSOR DATA

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

HANGAR

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

CLASS SPECS

Number in Class: ??
 Manufacturer:
*Undecided at this time,
 Someplace exciting*
 Out of Service: ???

WEAPON DATA

Torpedo Tube
 Class: Ballistic (Torpedo)
 Modes: Standard
 Damage: 11
 Range Penalty: None
 Maximum Range: 20 hexes
 Fire Control: +2/+0/--
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Light Torpedo Tube

Class: Ballistic (Torpedo)
 Modes: Standard
 Damage: 7
 Range Penalty: None
 Maximum Range: 25 hexes
 Fire Control: +2/+1/--
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Light Pulsar Cannon

Class: Projectile
 Modes: Pulse
 Damage: 4 1d3 Times
 Maximum Pulses: 3
 Grouping Range: +1 per 6
 Range Penalty: -2 per hex
 Fire Control: +1/+1/+2
 Intercept Rating: -1
 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

Gravity Deck

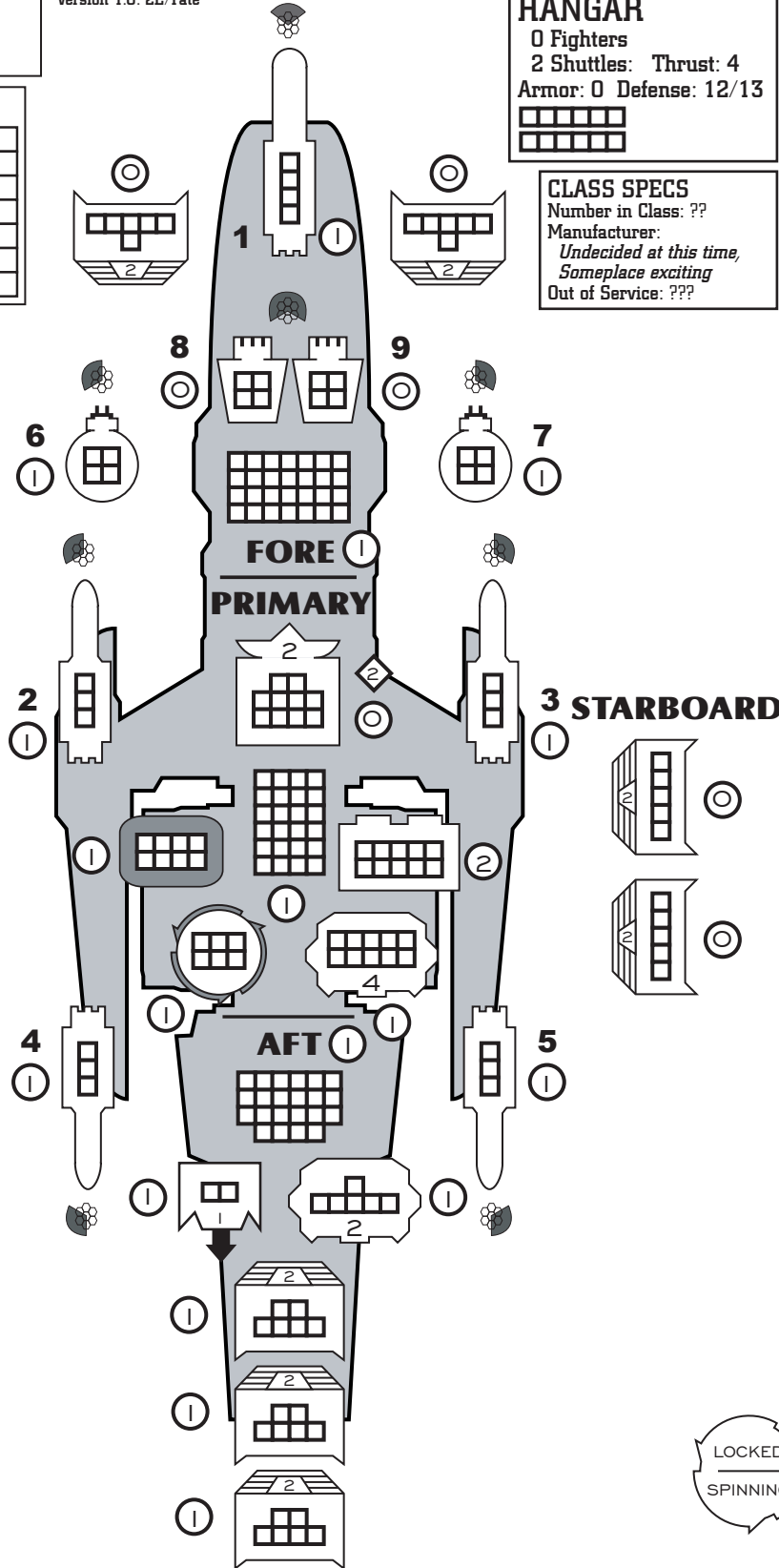
Begins scenario spinning, may lock or start spinning in post-turn actions step.
 -2 Initiative while locked or destroyed.
 If damaged while spinning, roll for critical as normal.
 On a result of 20+, ship suffers additional 1d6 damage to section (ignoring armour).
 Damage may force additional critical if it strikes a system.

TORPEDOS

Rack #1				
Rack #2				
Rack #3				
Rack #4				
Rack #5				

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Gravity Deck
- Light Torpedo Tube
- Torpedo Tube
- Light Pulsar Cannon
- Gatling Cannon



GRAV DECK STATUS