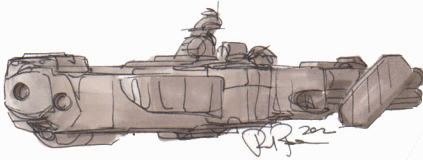


BE Siroch-Class Torpedo Destroyer



SPECS

Class: Hvy Combat Vsl
 In Service: 5014
 Point Value: 65 each
 Ramming Factor: 75
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
 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	1	2	2	3	3	4	4	5	5	6	6

Version 1.0: 2E/Fate's Turning

HANGAR

0 Fighters
 2 Shuttles (on Rails):
 Thrust: 4 Armor: 0
 Defense: 12/13

CLASS SPECS

Number Refitted: 3
 Refitted at:
 Foundation Yards,
 Hanto Orbit

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

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

FORWARD HITS

1-3: Retro Thrust
 4-8: Torpedo Tube
 9-18: Forward Structure
 19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
 9-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
 9-10: Gatling Cannon
 11-12: Port/Stb Thrust
 13-14: Sensors
 15-16: Engine
 17-19: Reactor
 20: C&C

SPECIAL RULE: Aft thrust and primary structure have varying armour levels, depending on direction of fire as indicated by diagrams.

SPECIAL NOTES

Antiquated Sensors
 Ammo Storage Level 1
 Fission Reactor
 Vulnerable to Criticals
 Sluggish

SENSOR DATA

Defensive EW

Target #1

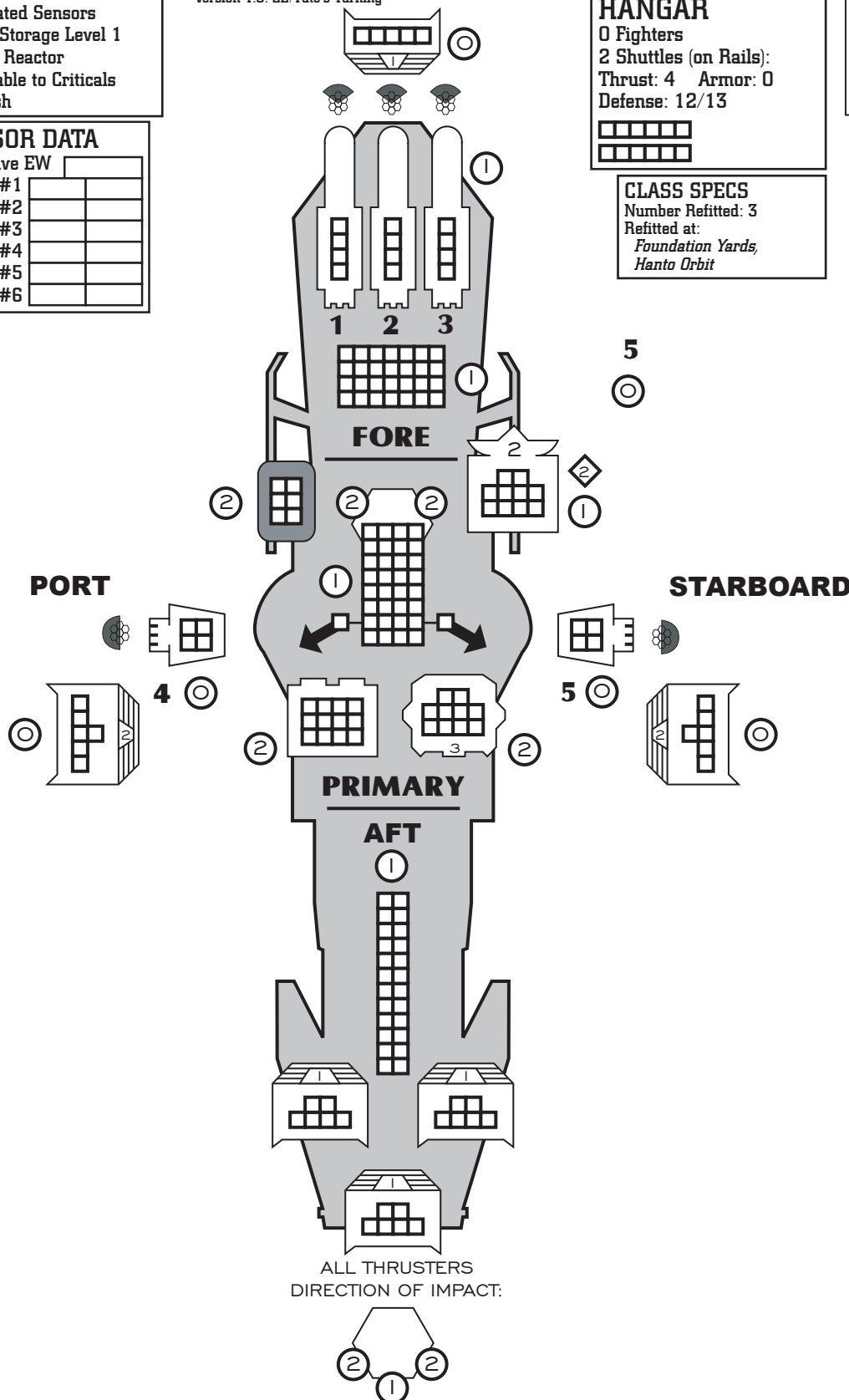
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Torpedo Tube
- Gatling Cannon

TORPEDOS

Rack #1

Rack #2

Rack #3

Rack #3

Rack #3