

BE Siroch-Class Torpedo Destroyer



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 3/4 Speed	Fwd/Aft Defense: 13
In Service: 5014	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 65 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 4/1
Ramming Factor: 75	Pivot Cost: 2+1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	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	

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

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

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

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

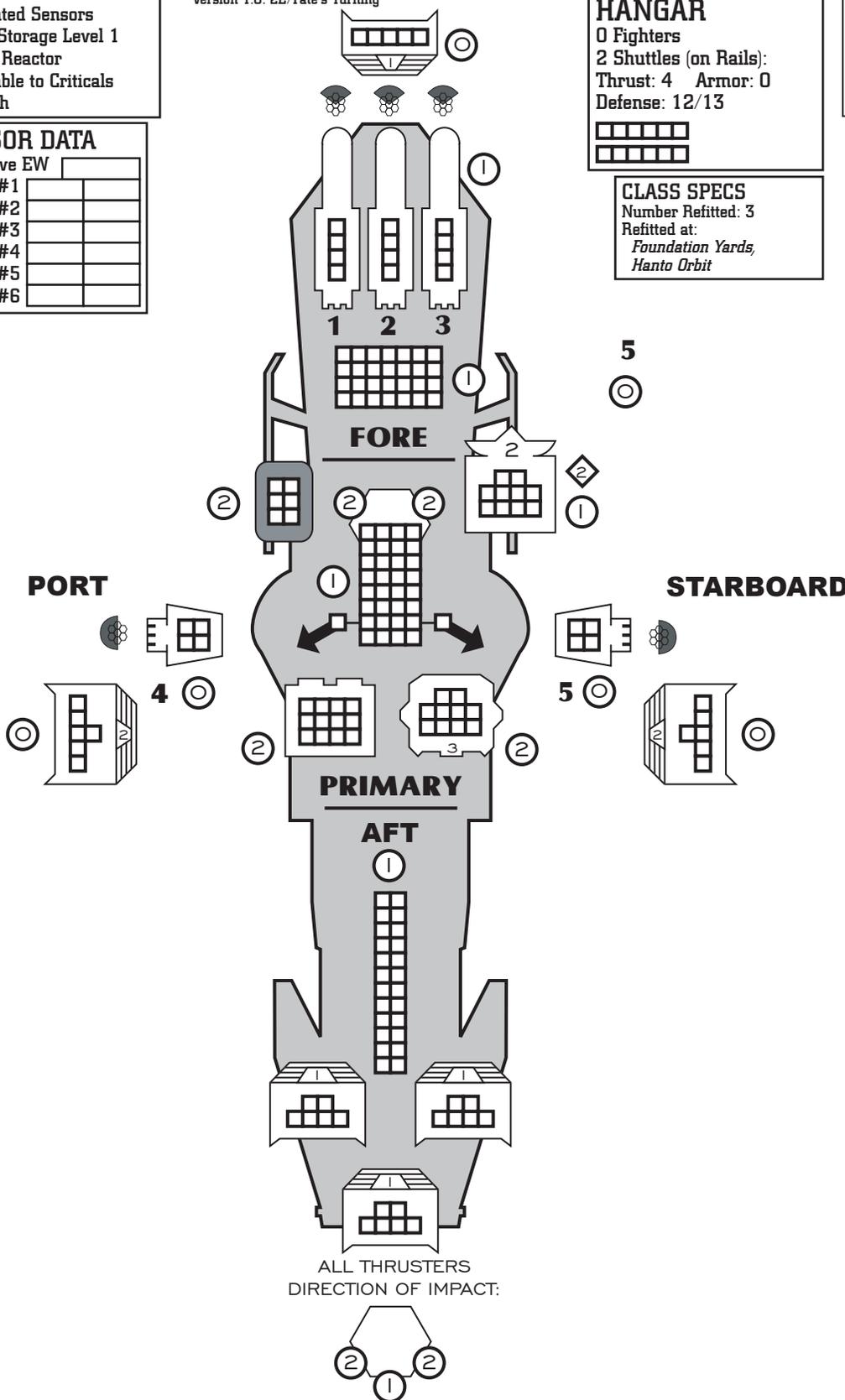
PRIMARY HITS
1-8: Primary Structure
9-10: Gatling Cannon
11-12: Port/Stb Thrust
13-14: Sensors
15-16: Engine
17-19: Reactor
20: C&C

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

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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Torpedo Tube
	Gatling Cannon

TORPEDOS	
Rack #1	
Rack #2	
Rack #3	