

Bastion of Etoilae Name: _____ Counter: _____



BE Sirona-Class Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl In Service: 4987 Point Value: 50 each Ramming Factor: 75 Jump Delay: N/A	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	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

FORWARD HITS

- 1-3: Retro Thrust
- 4-6: Autocannon
- 7-8: Gatling Cannon
- 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: Light Torpedo Tube
- 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

SENSOR DATA

Defensive EW

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

HANGAR

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

CLASS SPECS

- Number Imported: 14
- Manufacturer: *Astrae Yards (Carrafore) Subee Orbit*

WEAPON DATA

Autocannon
Class: Projectile
Modes: Raking (5)
Damage: 2d6+8
Range Penalty: -1 per hex
Fire Control: +2/+0/-1
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

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

Pulser 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

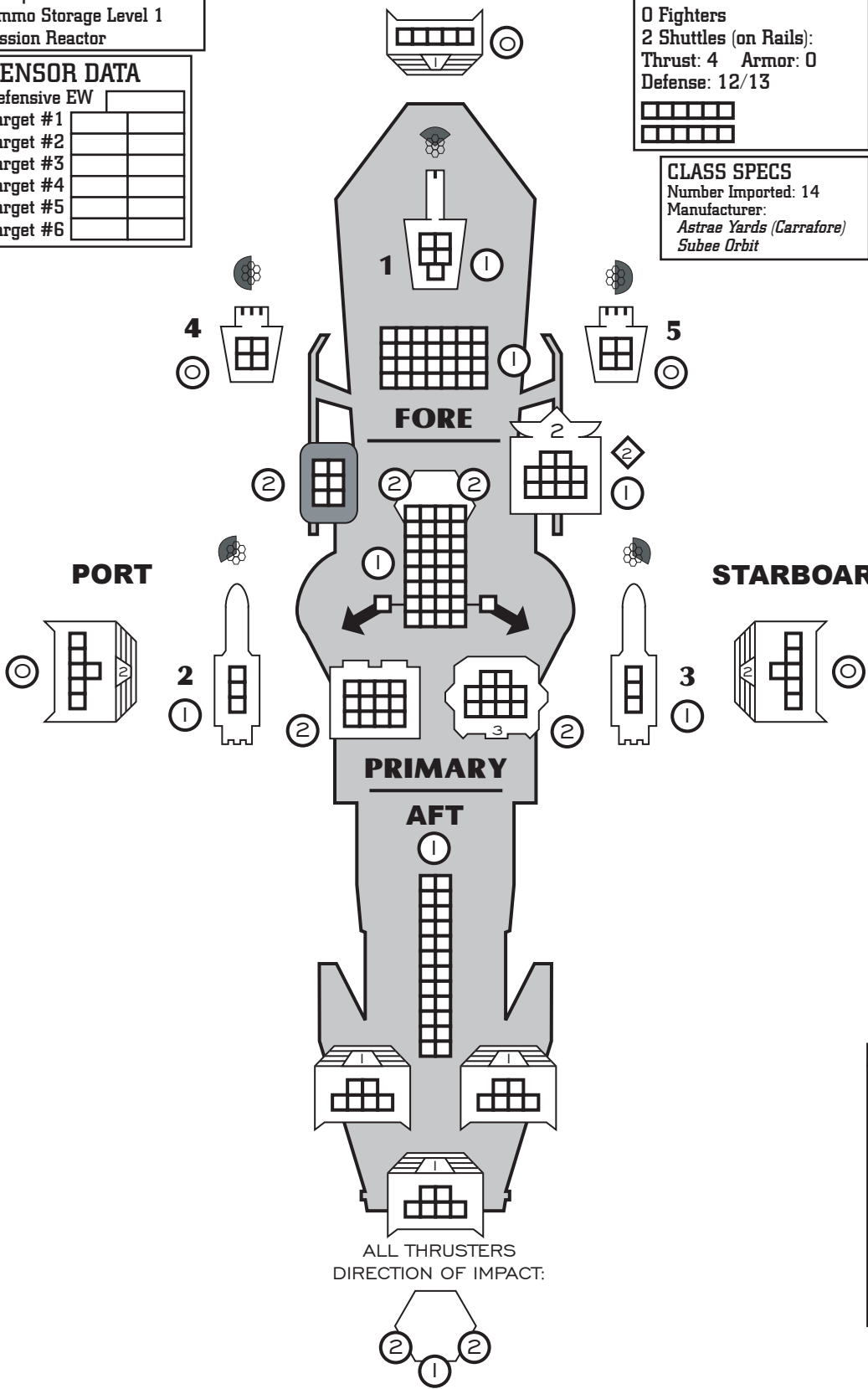
TORPEDOS

Rack #2

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Rack #3

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ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Autocannon
- Light Torpedo Tube
- Gatling Cannon
- Med Pulser Cannon

5012 Refit

- Point Value: 50 each
- Number Refitted: 7
- 1. Replace Autocannon 1 with Medium Pulser 1.