

# BE Strato-Class Torpedo Cruiser

### SPECS

Class: Capital Ship  
 In Service: 4998  
 Point Value: 170  
 Ramming Factor: 170  
 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: 15  
 Stb/Port Defense: 15  
 Engine Efficiency: 5/1  
 Extra Power: +0  
 Initiative Bonus: +0

### WEAPON DATA

**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

### 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

### 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

### HANGAR

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

### CLASS SPECS

Number in Class: 4  
 Manufacturer:  
*Devout Naval Yards,  
 Subee Orbit*

### 5009 Refit

Point Value: 180  
 Number Refitted: 4  
 1. Add CCEW Pod to Primary Section.  
 When rolling for Primary Hits, CCEW Pod is hit on a 12 result.

FORWARD HITS	
1-4:	Retro Thrust
5-8:	Pulser Cannon
9-10:	Rotary Cannon
11-18:	Forward Structure
19-20:	PRIMARY Hit
SIDE HITS	
1-5:	Port/Stb Thrust
6-9:	Light Torpedo Tube
10-11:	Rotary Cannon
12-18:	Port/Stb Structure
19-20:	PRIMARY Hit
AFT HITS	
1-6:	Main Thrust
7-9:	Pulser Cannon
10-18:	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

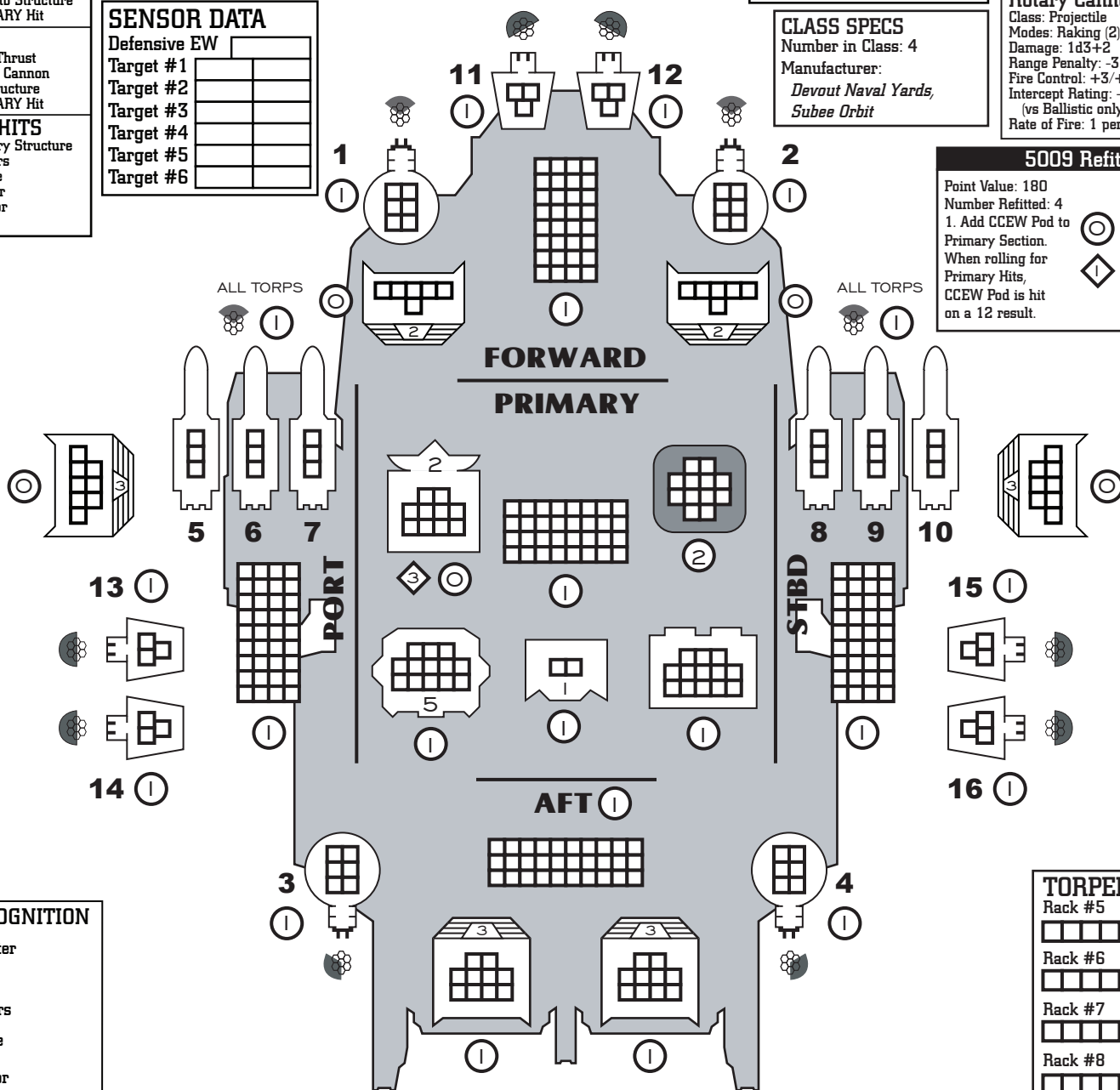
### SPECIAL NOTES

Ammo Storage Level 1  
 Antiquated Sensors  
 Fission Reactor  
 Vulnerable to Criticals  
 Weapon Misfirings (*Pulser Cannons Only*)

### SENSOR DATA

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

Version 1.0: 2E/Fate



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Med Pulser Cannon
	Light Torpedo Tube
	Rotary Cannon

TORPEDOS	
Rack #5	
Rack #6	
Rack #7	
Rack #8	
Rack #9	
Rack #10	