

SE Treviri-Class Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1x Speed	Fwd/Aft Defense: 15
In Service: ????	Turn Delay: 3/4 Speed	Stb/Port Defense: 14
Point Value: ?? each	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 105	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+1 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 3 4 5 6 6 7 8 9 9	

Version 1.0: 2E/Fate's Turning

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

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

TORPEDOS

Rack #3
 Rack #4

FORWARD HITS

1-3: Retro Thrust
 4-7: Autocannon
 8-9: Torpedo Tube
 10-18: 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
 9-11: Gatling Cannon
 12-14: Port/Stb Thrust
 15-16: Sensors
 17: Engine
 18-19: Reactor
 20: C&C

SPECIAL NOTES

Antiquated Sensors
 Ammo Storage Level 1
 Fission Reactor

SENSOR DATA

Defensive EW

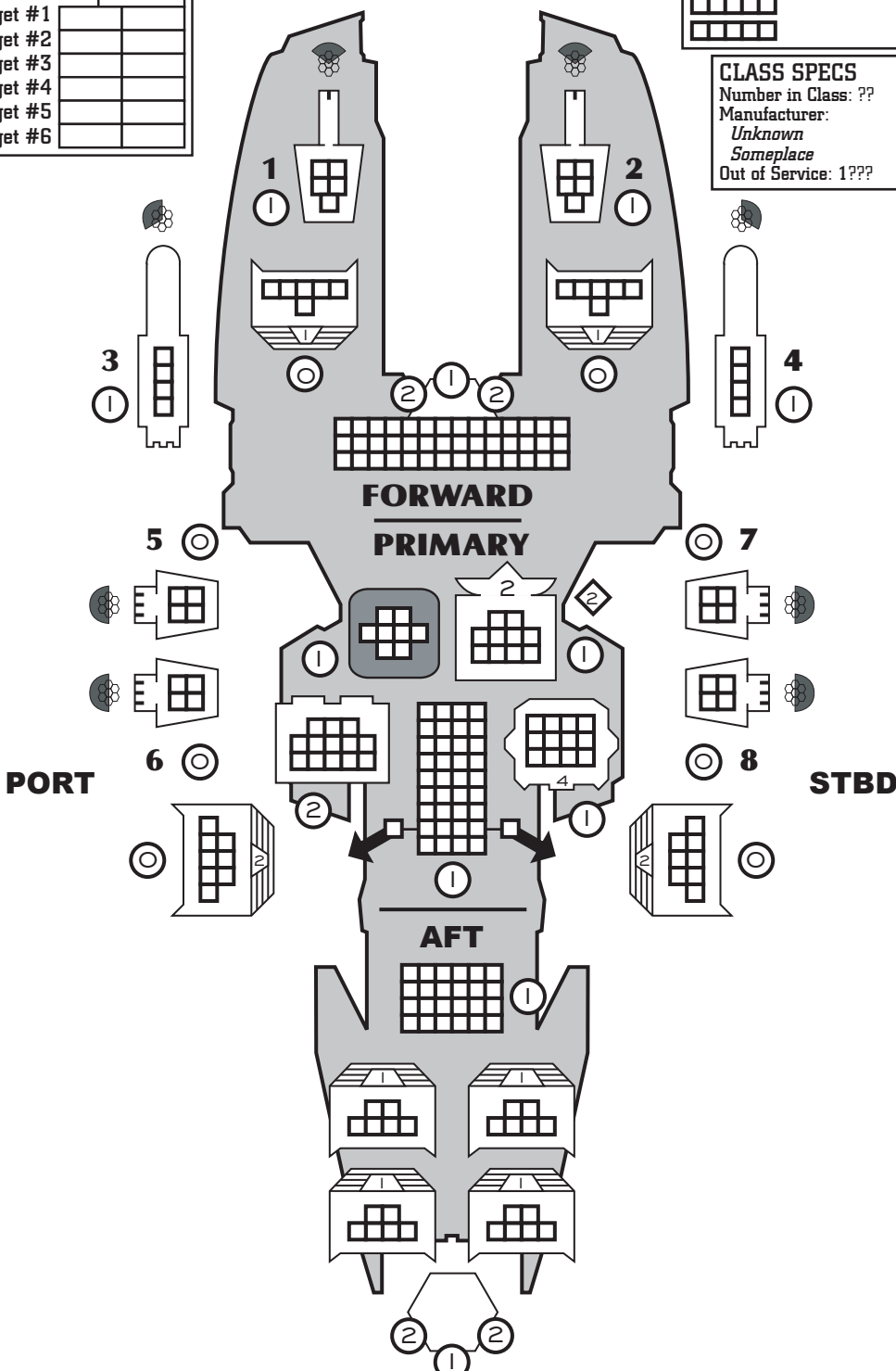
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR

0 Fighters
 2 Shuttles (on Rails):
 Thrust: 3 Armor: 0
 Defense: 11/12

CLASS SPECS

Number in Class: ??
 Manufacturer:
Unknown
Someplace
 Out of Service: 1???



ICON RECOGNITION

- Thruuster
- C & C
- Sensors
- Engine
- Reactor
- Autocannon
- Light Torpedo Tube
- Gatling Cannon

ALL THRUSTERS: