

BASTOGNE-CLASS DESTROYER

Ships in Class

Arlon, Bastogne, Breslau, Bruges, Busko, Charleroi, Gorzow, Jaroslaw, Kessler, Krakow, Leuven, Liege, Lubin, Malbork, Poznan, Suwalki, Torun, Toulon, Toumai

Service Life

1883 to 1946PD

Specification

Mass: 88,500 tons

Length: 383 m

Beam: 45 m

Draught: 26 m

Acceleration: 519.6 G

Crew: 417 (63 Officers, 354 Enlisted)

Power:

2 RF/6 Dampierre 4 Fusion Reactors

Electronics

AG-25 Gravitic Detection Array

AR-26 Phased Radar Array

AL-26(a) Lidar Array

SLCF-19 18x8-channel Distributed Control System

ARBB-22 Electronic Countermeasures

Armament:

18 LME-3(c) Missile Tubes

4 L/75 Anti-Ship Lasers

4 L/66 Anti-Ship Lasers

8 LMC-8(g) Counter Missile Tubes

8 P/16x3 Laser Clusters

Magazines

162 E14 Impeller Drive Missiles

216 C2 Counter Missiles

4 LAD-24 Tethered ECM Decoys

Small Craft:

1 D.450 *Ouragan-class* Pinnacle

4 DB.100 *Mercure-class* Cutters

Design and Construction

The *Bastogne-class* destroyer is the product of a design philosophy prevalent in the pre-war People's Navy. Faced with a large number of systems to be garrisoned, the Office of Planning needed copious numbers of light combatants for perimeter security forces. The *Bastogne* is one of those designs.

The *Bastogne* class has been derided by some within the People's Navy as a "LAC with a gland condition and hyper capability". It has neither the magazine space nor the defenses to survive sustained combat operations, but is intended to pack in the maximum possible broadside capability at the expense of a credible energy weapon deterrence, magazine space and defenses. It mounts the quick-firing but unreliable LME-3(c) launchers.

The *Bastogne's* defenses are sub-par across the spectrum. The magazine stowage proportions of counter-missiles to ship-killers is very low, especially in light of the ship's extremely light energy armament, with a corresponding reduction in point defense efficiency. These shortcomings have been exacerbated by the gap between Manticoran and Havenite electronics since the start of the war.

The poor quality of its defenses and short endurance force the *Bastogne* out of two of the most common roles for a destroyer.

With an endurance far shorter than most of its contemporaries and an unbalanced weapons fit heavy on offensive power, it is poorly suited for escort duties and the lack of marines make it unsuited to anti-piracy operations. Most *Bastognes* are found as advanced screens for the wall of battle, where its role is to get its missiles off quickly before it is destroyed, a fact that does not endear it to its crews.

As a small concession to its reduced energy armament, the *Bastogne* mounts heavier beam weapons than are normally seen on a ship of its size. The difference is minimal, given the single laser in each broadside.

Doctrinal Notes

With a weapon fit overbalanced towards offense, and an almost suicidal shortage of defenses, the *Bastogne-class* is used for high speed drive-by passes, salvoing missiles and running as quickly as possible. A secondary use of the *Bastognes* is as a lure on a raiding mission, their task to pull enemy units into dispersed hunter/seeker patterns to make them vulnerable to defeat in detail.

Its best tactic in combat is to close quickly to optimal missile range, getting the maximum use out of its heavy broadside, then retreat and hope the enemy's battle damage has rendered it unable or unwilling to pursue. Its missile-heavy design can also be a liability at close ranges, where shorter tracking time and response loops favor ships that are fast on the helm with heavy beam armaments.

One recent (and unorthodox) variant on standard doctrine involves operating *Bastognes* and *Conquerors* in divisional strength, stationed right on the hyper limit on a least-time course along the axis of threat. If the timing is right, the missile-heavy ships are well positioned to intercept and severely damage the enemy's lead units as they come out of hyper. It is a cold, calculated move, balancing the probable loss of the entire division against the damage they can inflict on the opposing force's screen before they are destroyed.

Notable Units and Battles

Some proposals have been put forth to modernize the remainder of the *Bastognes* still in service. PNS *Bruges* was chosen as a test platform, replacing three missile tubes in each broadside with lasers and spreading the existing magazines among the remaining launchers. While a much more survivable design, both in terms of its sustained rate of fire and antimissile defenses, the cost was too high to warrant a complete refit for the remaining units.

