

# Bene Tleilaxu Stealth Destroyer

## SPECS

Class: Hvy Combat Vsl  
In Service: 10001  
Point Value: 600  
Ramming Factor: 105  
Fold Delay: NA

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 9  
Stb/Port Defense: 10  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

## HANGAR

0 Fighters  
4 Shuttles

## FORWARD HITS

1-5: Forward Thrust  
6-8: Gauss Cannon  
9-11: Class-S Missile Rack  
12-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Vulcan Railgun  
10-11: Class-S Missile Rack  
12: Hangar  
13-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Structure  
8-11: Port/Stbd Thrust  
12-13: Gauss Cannon  
14-15: Sensors  
16-17: Engine  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Antiquated Sensors  
Limited Stealth  
Class-S Stealth Missiles

## SENSOR DATA

Defensive EW

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

## WEAPON DATA

### Class-S Missile Rack

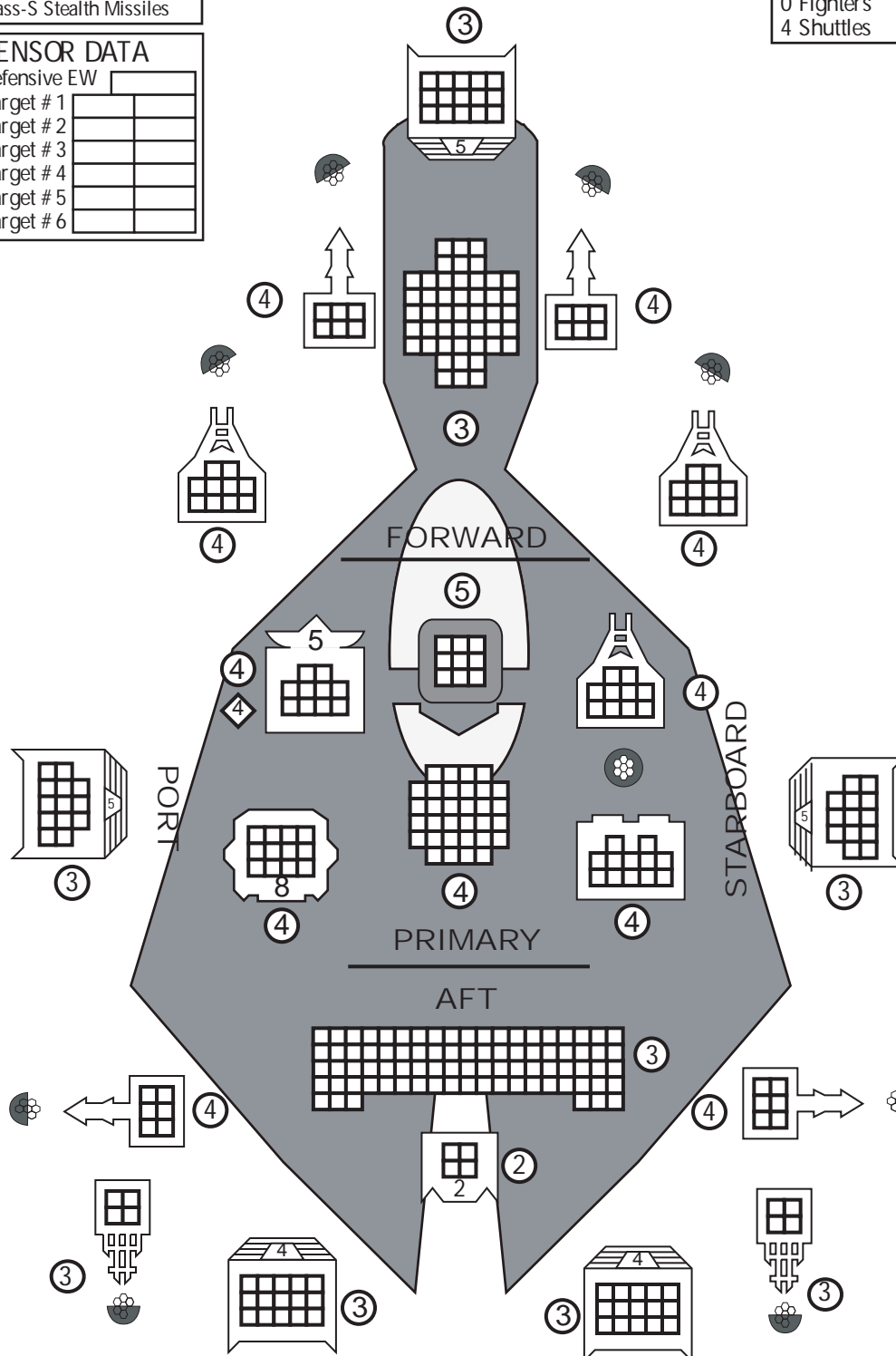
Class: Ballistic  
Missiles: 20  
Range Penalty: None  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per 2 turns

### Gauss Cannon

Class: Matter  
Modes: Standard  
Damage: 1d10+10  
Range Penalty: -1 per hex  
Fire Control: +2/+1/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Vulcan Railgun

Class: Matter  
Modes: Standard  
Damage: 1d6+5  
Range Penalty: -2 per 3 hexes  
Fire Control: +2/+2/+2  
Intercept: -2 (Ballistic)  
Rate of Fire: 1 per turn



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-S Missile Rack
- Gauss Cannon
- Vulcan Railgun

## MISSILES

Rack # 1	
Rack # 2	
Rack # 4	
Rack # 5	