

Sshel'ath Takhira Laser Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 1971
Point Value: 420
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 3/1
Power Shortage: -2
Initiative Bonus: +6

WEAPON DATA

Light Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Gatling Laser

Class: Laser
Modes: Pulse
Damage: 1d10+4 1d3 times
Max Pulses: 5
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +2/+1/+1
Int Rating: -2 (vs. ballistics)
Rate of Fire: 1 per 2 turns

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
1 Shuttle: Thrust: 4
Armor: 1 Defense: 9/14



SIDE HITS

1-4: Port/Stb Thrust
5-7: Light Laser
8-11: Gatling Laser
12-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Fwd/Aft Thrust
12-13: Sensors
14-15: Engine
16: Hangar
17-18: Reactor
19-20: C&C

SPECIAL NOTES

Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

Defensive EW

Target #1

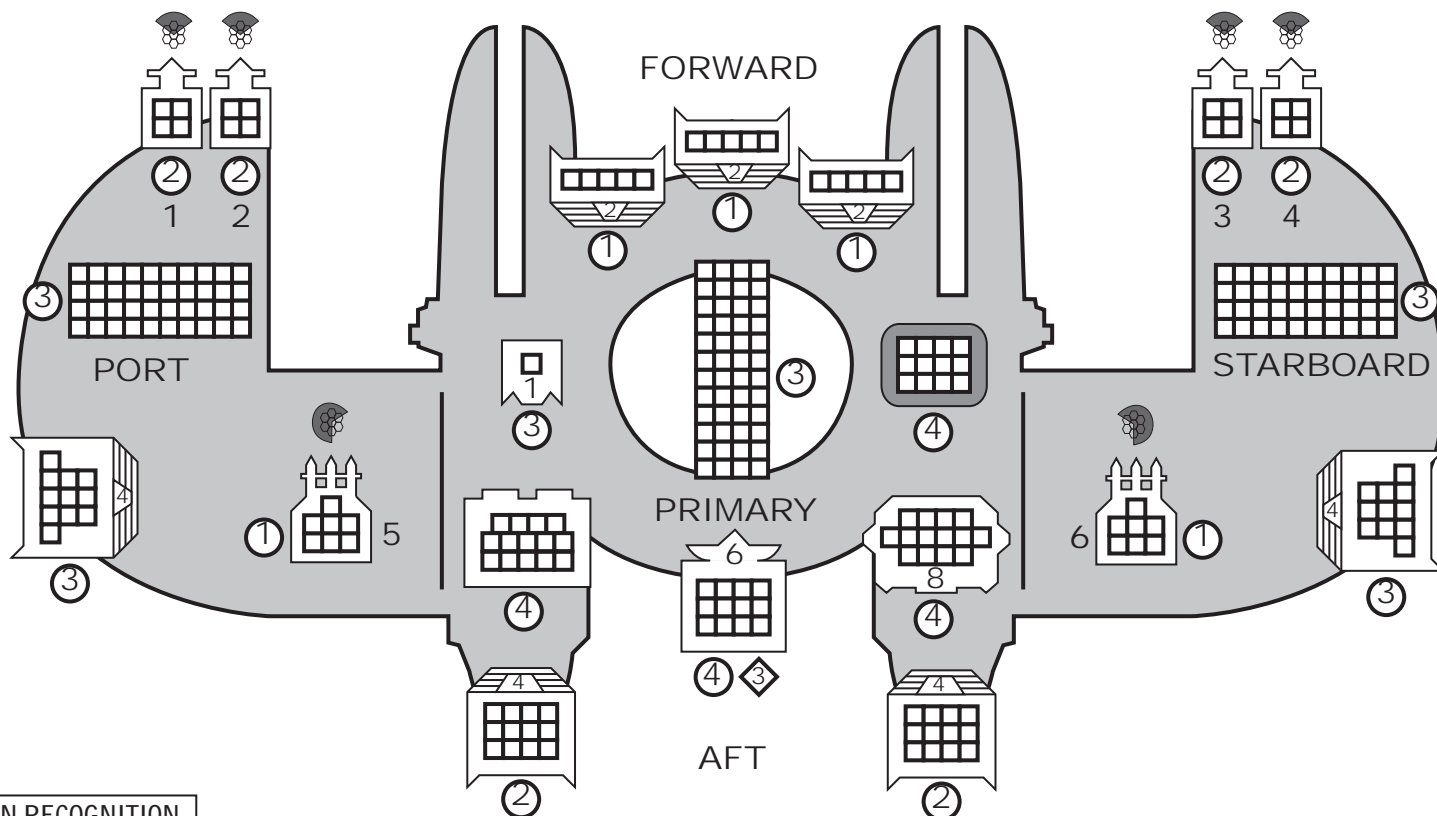
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Laser Cannon
- Gatling Laser