

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# Sh'Lassan Armak Destroyer



## SPECS

Class: Hvy Combat Vsl  
In Service: 2234  
Point Value: 475  
Ramming Factor: 150  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +6

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	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

Class: SO Missile Rack	①
Class: Ballistic	
Missiles: 12	
Range Penalty: None	
Fire Control: +2/+2/+2	
Rate of Fire: 1 per 2 turns	
Basic Missile B	
Mode: Standard	
Damage: 20	
Max Range: 15 hexes	
Fire Control: +0/+0/+0	
Interception Rating: n/a	
Lt Particle Beam	②
Class: Particle	
Modes: Standard	
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Gauss Cannon	④
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	
Light Particle Cannon	⑤
Class: Particle	
Mode: Raking	
Damage: 2d10+8	
Range Penalty: -1 per hex	
Fire Control: +4/+2/+0	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	

## FORWARD HITS

1-3: Retro Thrust  
4-5: Lt Particle Cannon  
6-7: Gauss Cannon  
8-9: Lt Particle Beam  
10-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Missile Rack  
10-11: Lt Particle Beam  
12-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

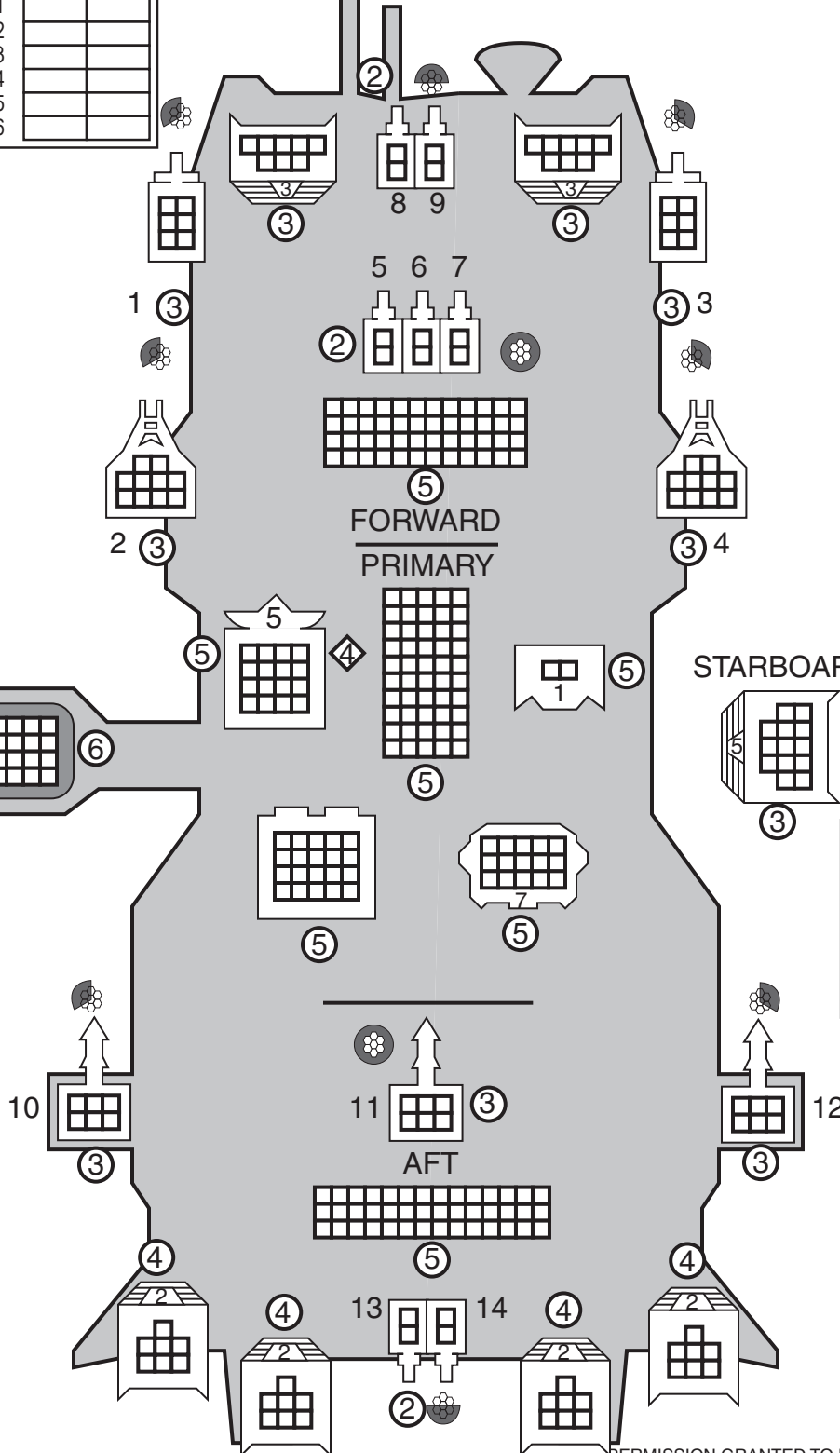
1-8: Primary Struct  
9-11: Port/Stb Thrust  
12-13: Sensors  
14-15: Engine  
16: Hangar  
17-19: Reactor  
20: C & C

**SPECIAL RULE:** On any hit scored on the port side, a natural roll of "20" is scored on the C&C.

## SENSOR DATA

Defensive EW

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

PORT

STARBOARD

FORWARD  
PRIMARY

AFT

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10


## MISSILES

Rack #10	➡
Rack #11	
Rack #12	

## ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Class-SO Missile Rack
	Gauss Cannon
	Light Particle Cannon
	Light Particle Beam