



Sshel'ath Tasholn Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 1964	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 400	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 130	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	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 2 3 4 4 5 6 6 7 8 8	

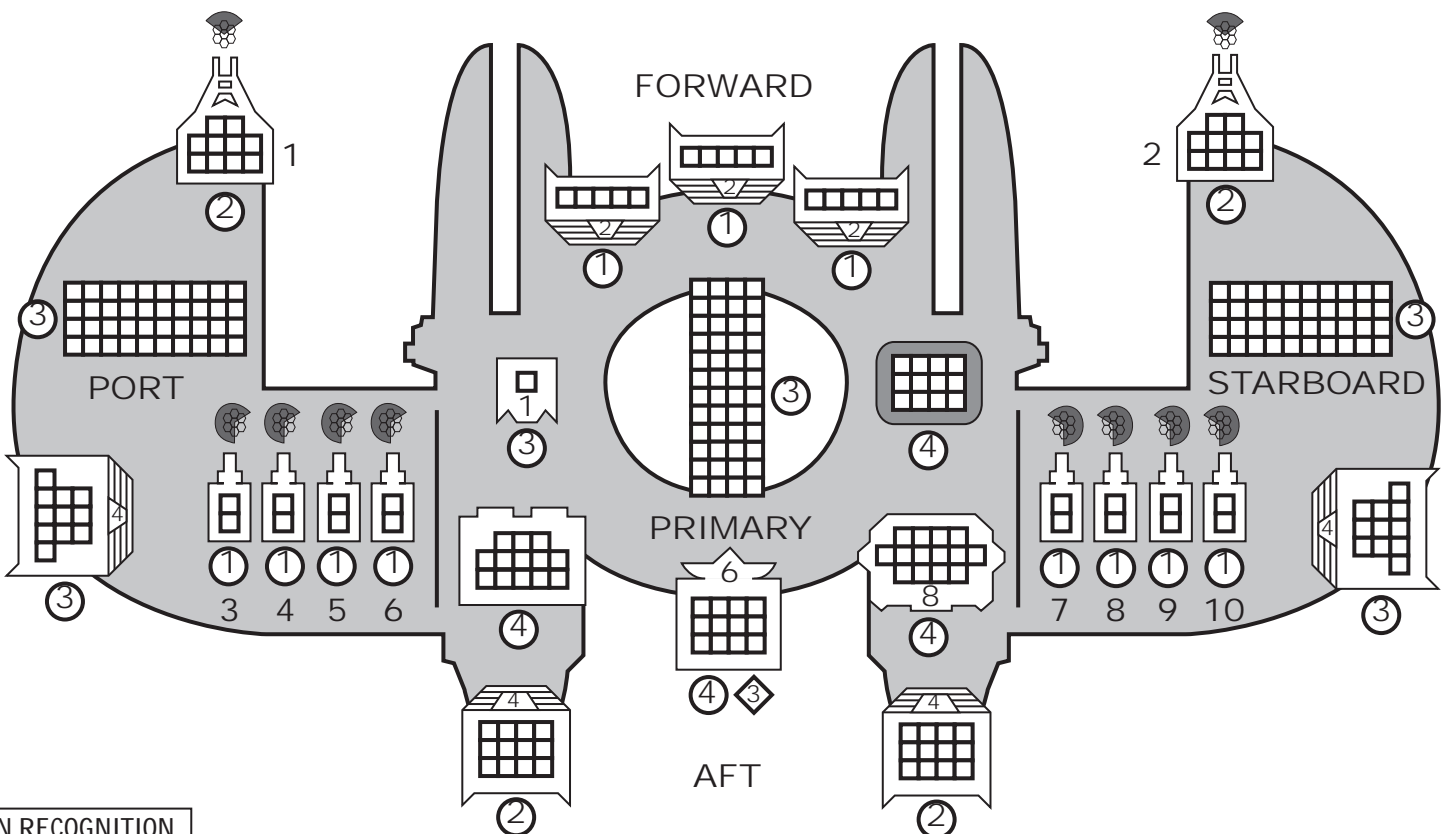
WEAPON DATA	
Gauss Cannon	
Class: Matter	
Modes: Standard	4
Damage: 1d10+10	
Range Penalty: -1 per hex	
Fire Control: +2/+1/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Lt Particle Beam	
Class: Particle	
Modes: Standard	4
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

SIDE HITS
1-4: Port/Stb Thrust
5-7: Gauss Cannon
8-11: Lt Particle Beam
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	

HANGAR
0 Fighters
1 Shuttle: Thrust: 4
Armor: 1 Defense: 9/14
[Progress Bar]



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Gauss Cannon
	Lt Particle Beam