

# Sshel'ath Sulkor Scout Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 1965	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 500	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 36 Turns	Roll Cost: 2+2 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	
<b>Laser Cutter</b>	
Class: Laser	
Modes: Raking (6)	◆
Damage: 4d10+2	
Range Penalty: -1 per 2 hexes	
Fire Control: +2/+1/-2	
Intercept Rating: n/a	⏏
Rate of Fire: 1 per 3 turns	
<b>Lt Particle Beam</b>	
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	

FORWARD HITS	
1-3:	Retro Thrust
4-7:	Laser Cutter
8:	Lt Particle Beam
9-18:	Forward Structure
19-20:	PRIMARY Hit

AFT HITS	
1-5:	Main Thrust
6-8:	Lt Particle Beam
9-10:	Jump Engine
11-18:	Aft Structure
19-20:	PRIMARY Hit

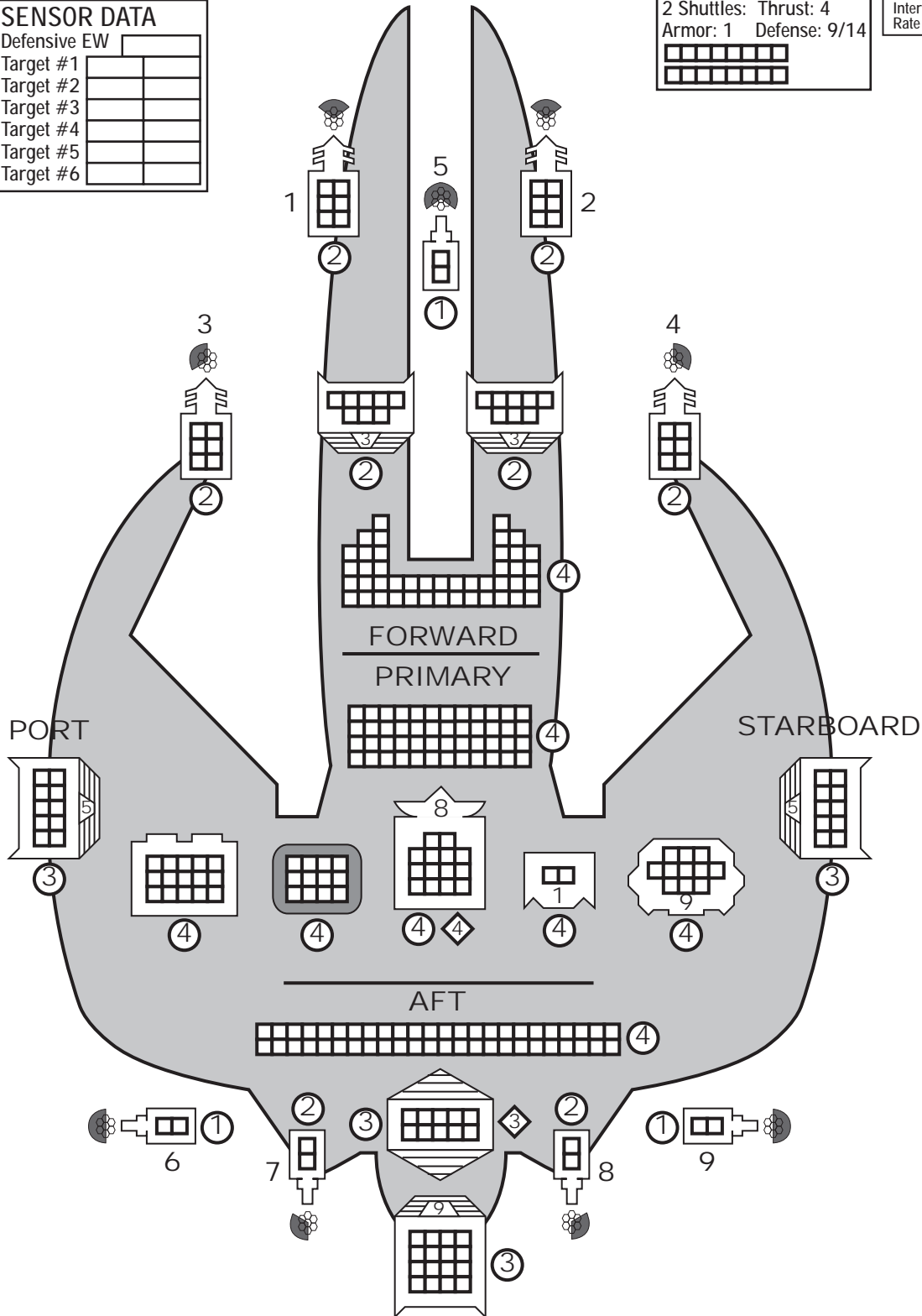
PRIMARY HITS	
1-8:	Primary Structure
9-10:	Port/Stb Thrust
11-13:	Sensors
14-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C&C

SPECIAL NOTES	
Limited Availability (33%)	
ELINT Ship	

SENSOR DATA	
Defensive EW	<input type="checkbox"/>
Target #1	<input type="checkbox"/>
Target #2	<input type="checkbox"/>
Target #3	<input type="checkbox"/>
Target #4	<input type="checkbox"/>
Target #5	<input type="checkbox"/>
Target #6	<input type="checkbox"/>

HANGAR	
0 Fighters	
2 Shuttles: Thrust: 4	
Armor: 1	Defense: 9/14
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Jump Engine
	Laser Cutter
	Lt Particle Beam