

Sshel'ath Takhira Laser Destroyer

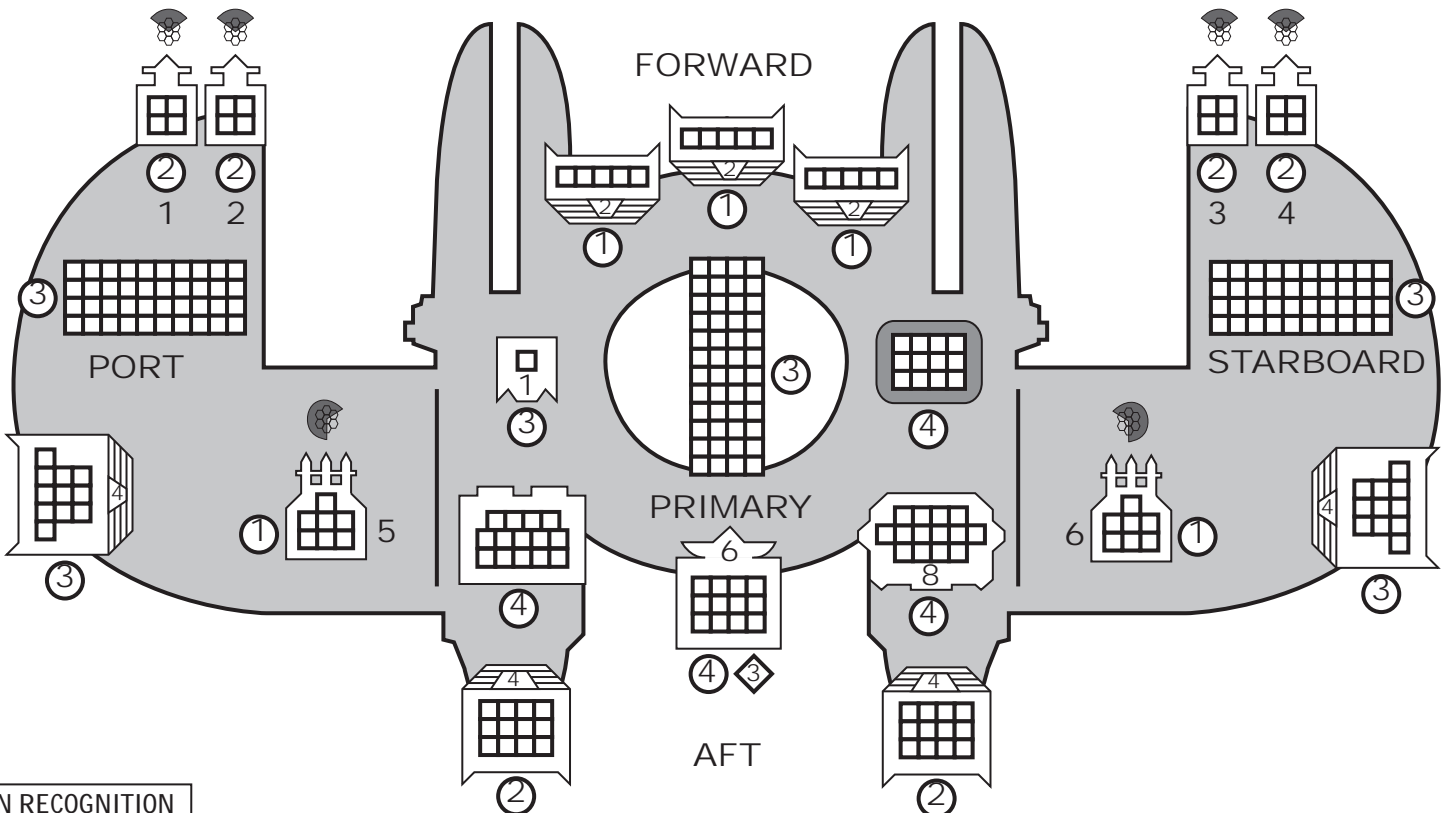
SPECS Class: Hvy Combat Vsl In Service: 1971 Point Value: 425 Ramming Factor: 130 Jump Delay: N/A	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 3+3 Thrust	COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 15 Engine Efficiency: 3/1 Power Shortage: -2 Initiative Bonus: +6
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
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

SIDE HITS 1-4: Port/Stb Thrust 5-7: Gauss Cannon 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	

HANGAR 0 Fighters 1 Shuttle: Thrust: 4 Armor: 1 Defense: 9/14
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	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Gauss Cannon
	Gatling Laser