

# Sshel'ath Tasholn Destroyer

## SPECS

Class: Capital Ship  
In Service: 1964  
Point Value: 400  
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  
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	2	3	4	4	5	6	6	7	8	8

## WEAPON DATA

### Gauss Cannon

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

### Lt Particle Beam

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

## HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 1 Defense: 9/14



## SIDE HITS

1-4: Port/Stb Thrust  
5-7: Gauss Cannon  
8-10: Gatling Laser  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: EM Torpedo  
8-10: Gatling Laser  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Jump Engine  
10: Gatling Laser  
11-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Structure  
10-11: Sensors  
12-14: Engine  
15-17: Hangar  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Special Hull Arrangement  
(No Fwd/Aft Hits)

## SENSOR DATA

Defensive EW

Target #1

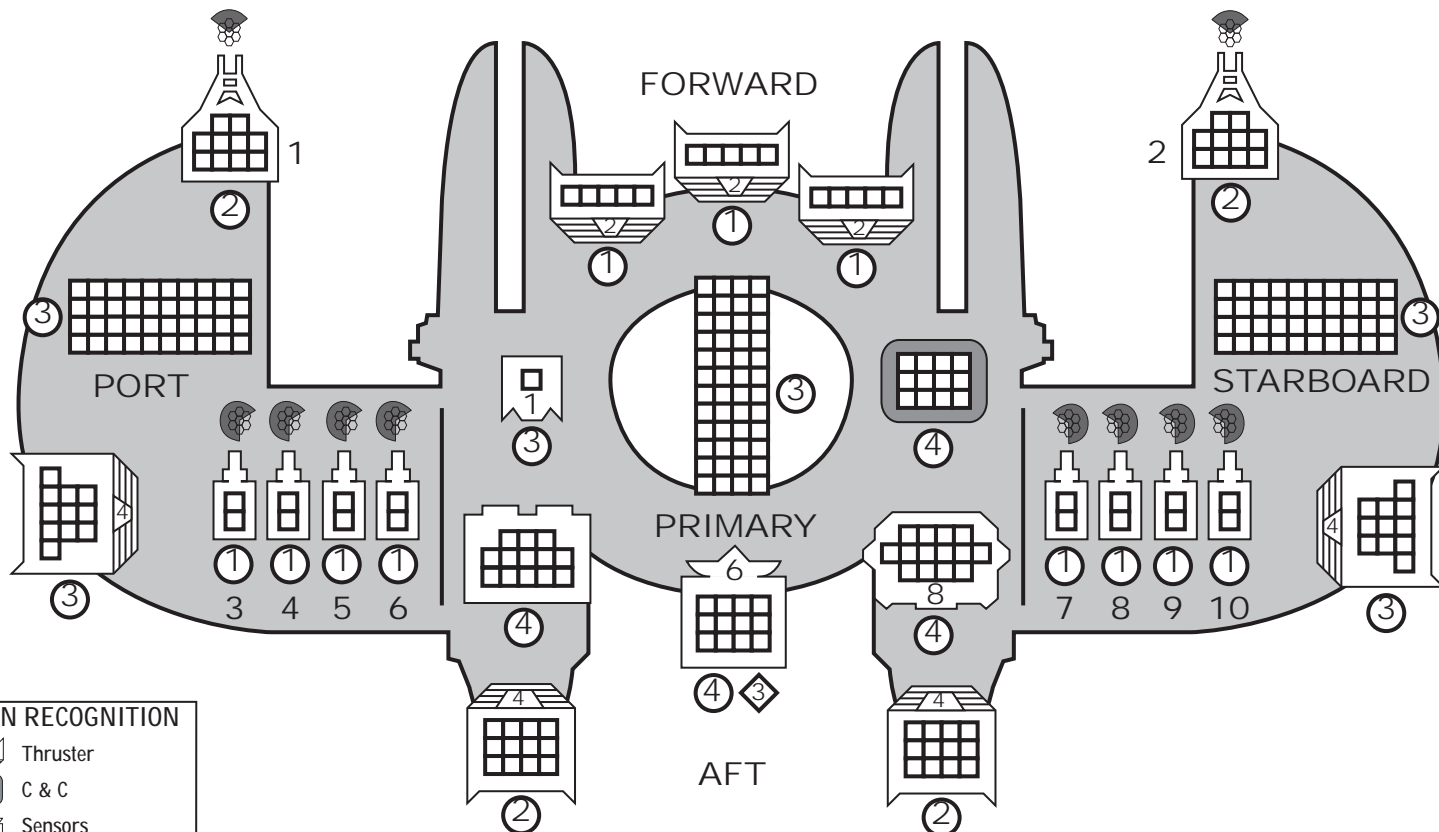
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

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