

# Sshel'ath Takhira Laser Destroyer

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

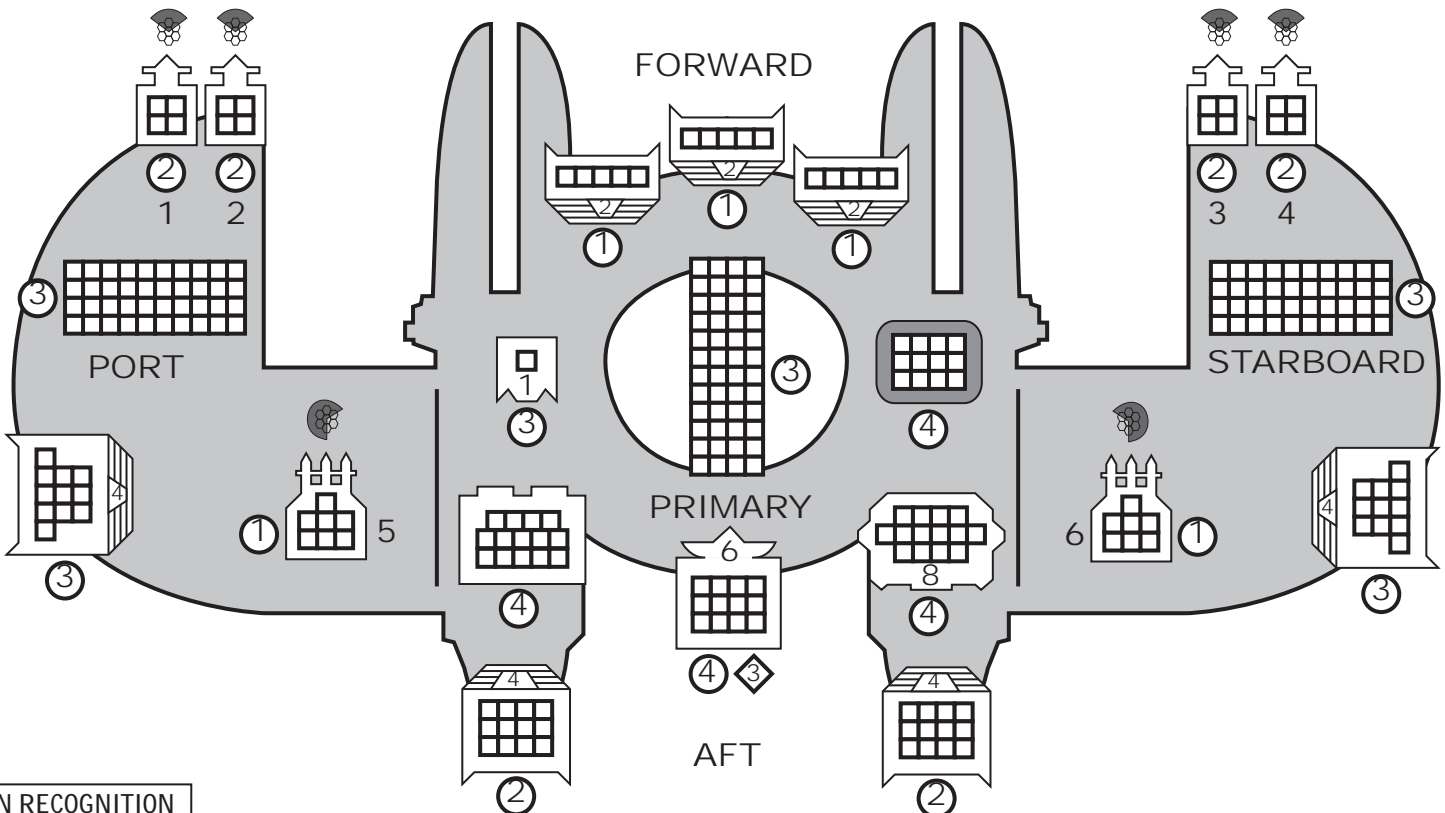
WEAPON DATA	
<b>Light Laser Cannon</b>	
Class: Laser	
Modes: Raking	3
Damage: 2d10+7	
Range Penalty: -1 per hex	
Fire Control: +2/+1/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
<b>Gatling Laser</b>	
Class: Laser	4
Modes: Pulse	
Damage: 1d10+4 1d3 times	
Max Pulses: 5	
Grouping Range: +1 per 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  
[Progress Bar]



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Gauss Cannon
	Gatling Laser