

Sshel'ath Sulkor Scout Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 1965
Point Value: 500
Ramming Factor: 150
Jump Delay: 36 Turns

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

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

WEAPON DATA

Laser Cutter
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

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

FORWARD HITS

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

Target #1

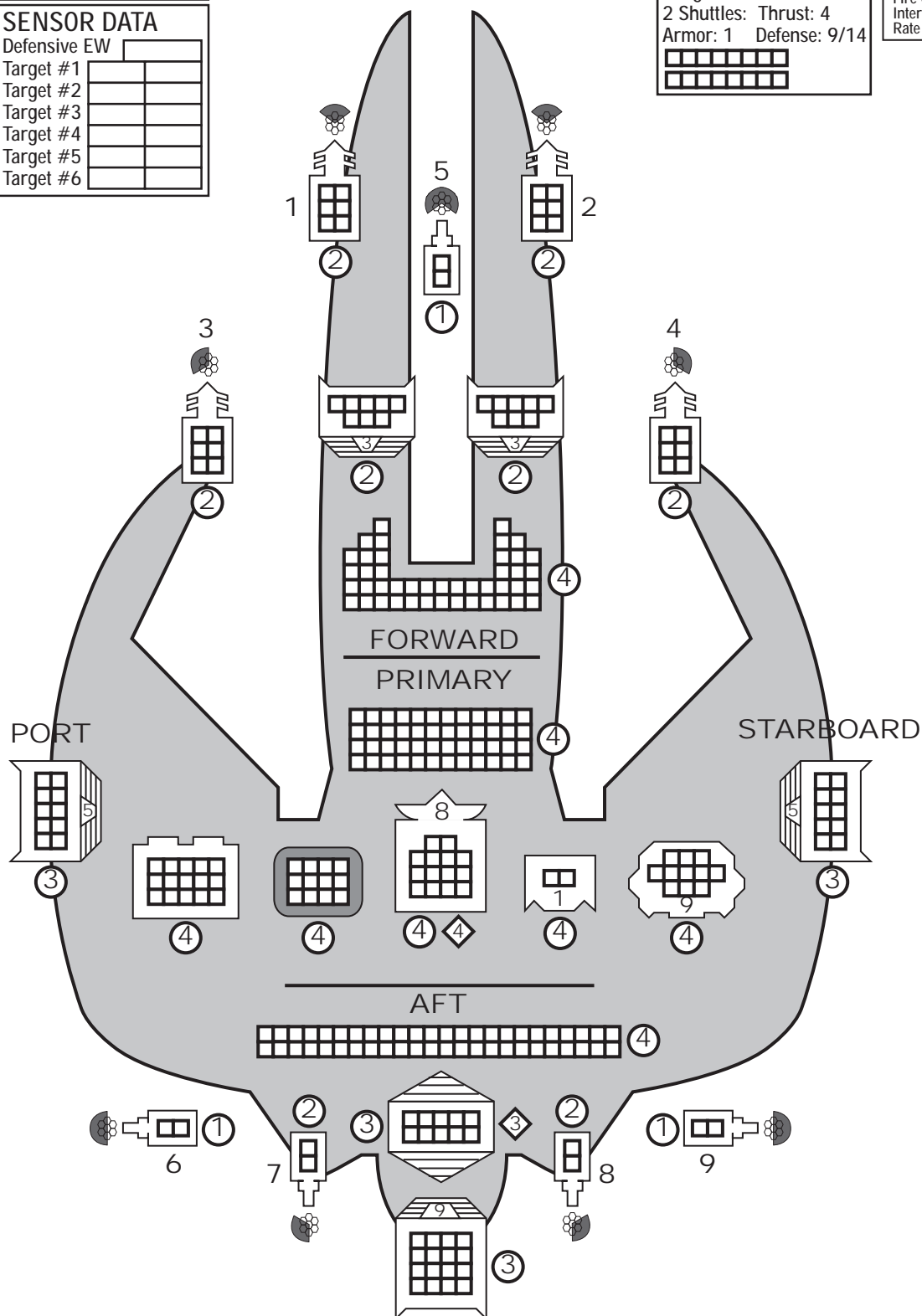
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

