

# TC Sheffield Destroyer



## SPECS

Class: Heavy Combat Vsl  
In Service: 2660s?  
Point Value: 800  
Ramming Factor: 190  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 15  
Engine Efficiency: 4/1  
Extra Power: +0  
Initiative Bonus: +7

## WEAPON DATA

Anti-Matter Turret  
Class: Anti-Matter  
Modes: Standard  
Damage: 2d10+14  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+1  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

Laser Turret  
Class: Laser  
Modes: Standard  
Damage: 1d10+5  
Fire Control: +4/+4/+2  
Range Penalty: -1/hex  
Intercept Rating: -1  
Rate of Fire: 1 per turn

CapShip Missile Launcher  
Class: Ballistic  
Missiles: 1  
Damage: Special  
Range Penalty: Special  
Fire Control: Special

## FORWARD HITS

1-4: Retro Thrust  
5-6: Anti-Matter Turret  
7-11: Laser Turret  
12-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7: Hanger  
8-11: Laser Turret  
12-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Struct  
8: CS Missile Launcher  
9-10: Port/Stb Thrust  
11-12: Shield Generator  
13: Jump Drive  
14-15: Sensors  
16-17: Engine  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

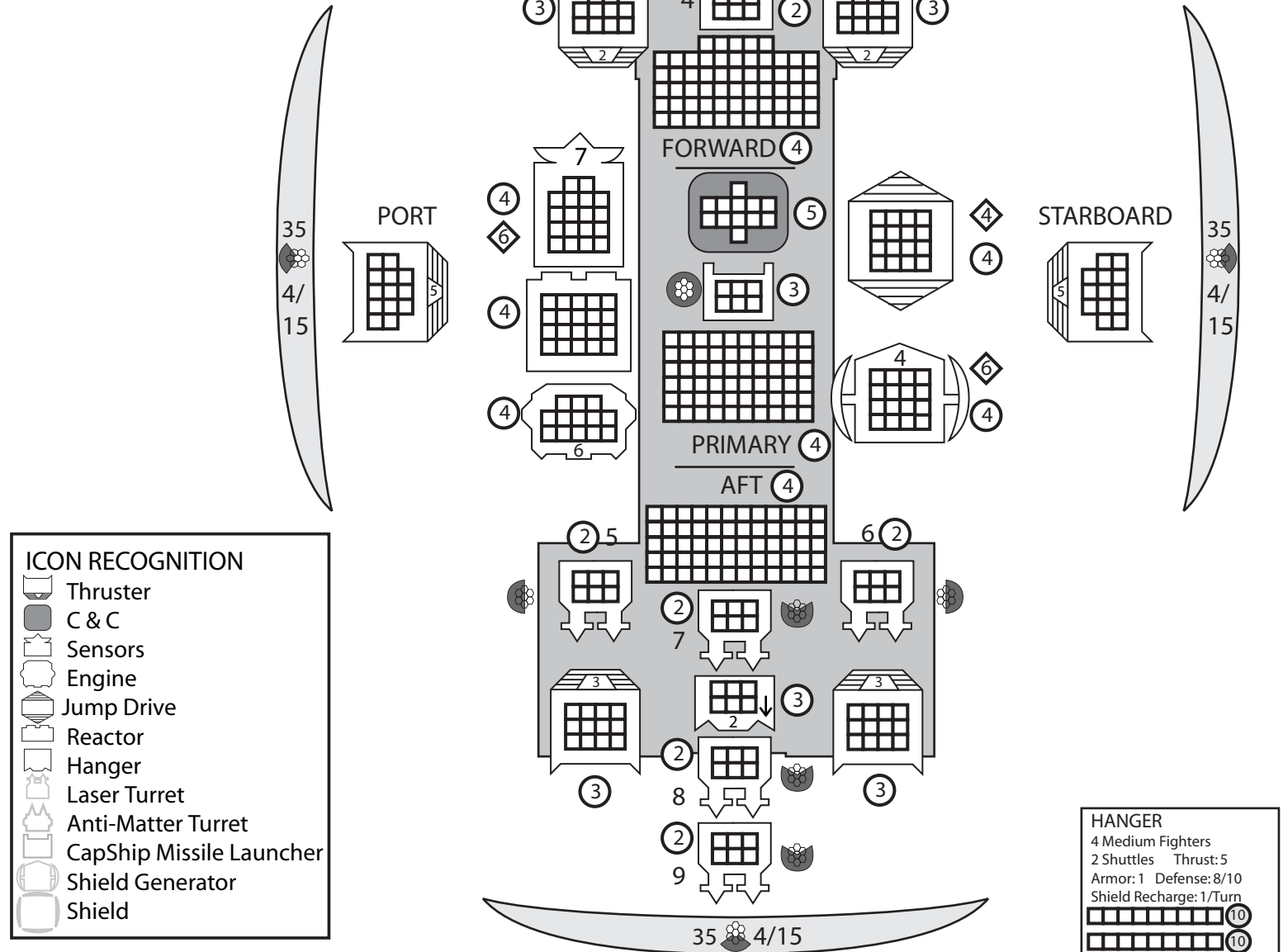
Target #4

Target #5

Target #6

## SPECIAL NOTES

Jump Point Drive  
Phase Shields



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Drive
- Reactor
- Hanger
- Laser Turret
- Anti-Matter Turret
- CapShip Missile Launcher
- Shield Generator
- Shield

## HANGER

4 Medium Fighters  
2 Shuttles Thrust: 5  
Armor: 1 Defense: 8/10  
Shield Recharge: 1/Turn