

# Sshel'ath Stoaka Destroyer

## SPECS

Class: Medium Ship  
In Service: 1914  
Point Value: 190  
Ramming Factor: 40  
Jump Delay: N/A

## 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: 12  
Stb/Port Defense: 14  
Engine Efficiency: 1/1  
Extra Power: 0  
Initiative Bonus: +12

## WEAPON DATA

**Class-S0 Missile Rack**  
Class: Ballistic  
Missiles: 12  
Range Penalty: None  
Fire Control: +2/+2/+2  
Rate of Fire: 1 per 2 turns

## Class-0 Missile Rack

Class: Ballistic  
Missiles: 8  
Range Penalty: None  
Fire Control: +1/+1/+1  
Rate of Fire: 1 per 3 turns

## Point Defense Laser

Class: Laser  
Modes: Standard  
Damage: 1d10  
Range Penalty: -2 per hex  
Fire Control: +0/+0/+0  
Int Rating: -1 (-2 vs. ballistics)  
Rate of Fire: 1 per turn

## FORWARD HITS

1-5: Retro Thrust  
6-8: Missile Rack  
9-17: Structure  
18-20: PRIMARY Hit

## SPECIAL NOTES

A'hel'is Only  
Antiquated Sensors

## AFT HITS

1-5: Main Thrust  
6-7: Point Defense Laser  
8-10: Engine  
11-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-9: Port/Stb Thrust  
10-12: Sensors  
13-15: Hangar  
16-18: Reactor  
19-20: C&C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

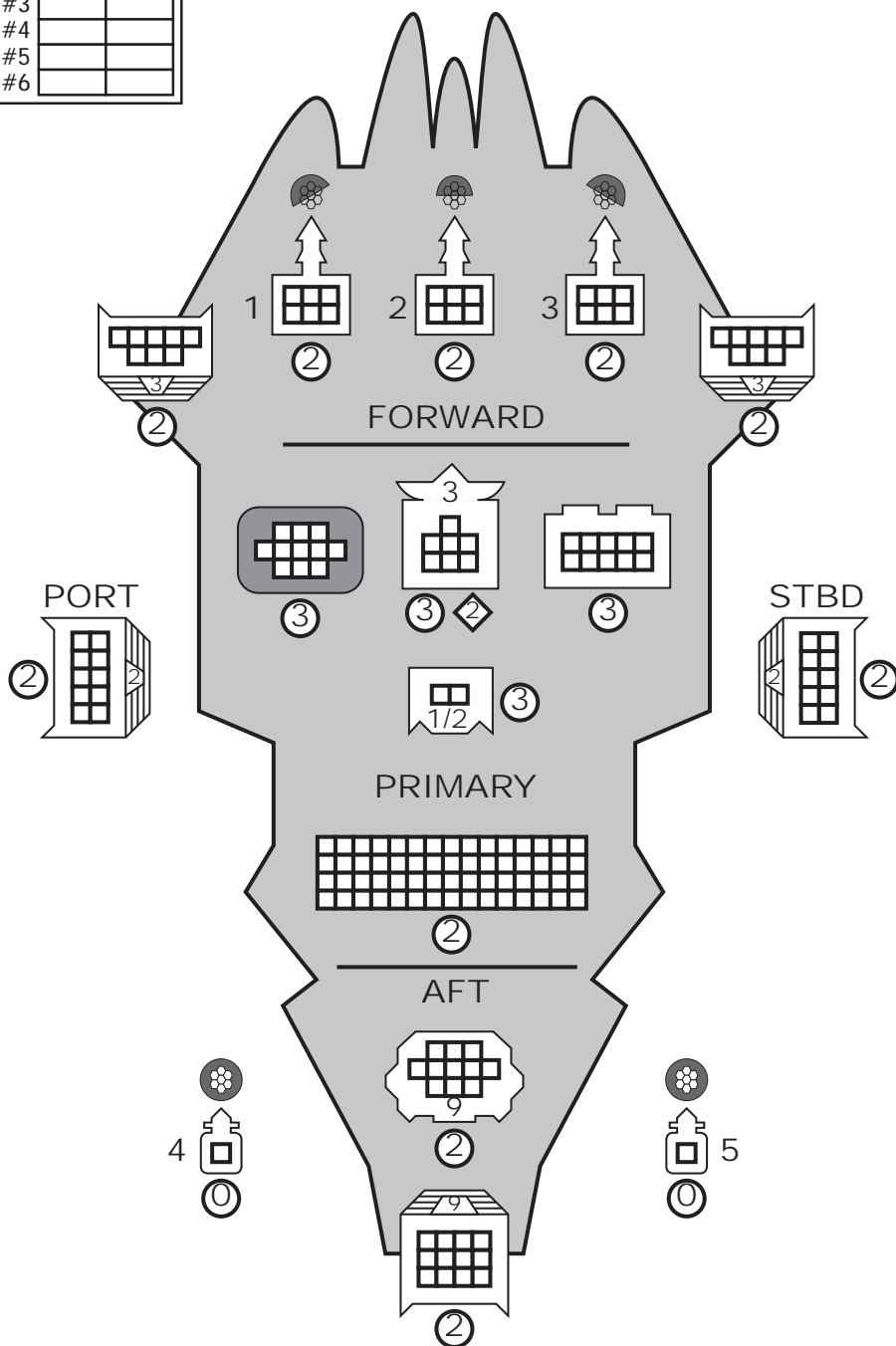
Target #6

## HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 9/14



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Missile Rack
- Point Defense Laser

## 1918 Refit

Point Value: 230

1. Replace all Class-0 Missile Racks with Class-S0 Missile Racks.

## MISSILES

Rack #1

Rack #2

Rack #3