

Shadow Heavy Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16
In Service: Primordial	Turn Delay: 1/3 Speed	Stb/Port Defense: 15
Point Value: 3750	Accel/Decel Cost: 3 Thrust	Engine Efficiency: N/A
Ramming Factor: 70	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 8 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +3
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA
Heavy Molecular
Slicer Beam
Class: Molecular
Mode: Raking (15)
Dmg: 8d10+12
Range Penalty: -1 per 3 hexes
Fire Control: +8/+6/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Alternate Fire: Two turns:
Mode: Raking (15), Piercing
Dmg: 16d10+24
Fire Control: +8/+6/+4
Alternate Fire: Three turns:
Mode: Piercing (Standard)
Dmg: 24d10+36
Fire Control: +4/+2/+0
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.
Vortex Disruptor
Class: Electromagnetic
Damage: Destroys jump point
Range Penalty: -1 per hex
Fire Control: +0/+0/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Fired at jump point with a base 24 or less to hit. Scores no damage on ships.

PRIMARY HITS
 1-5:Structure
 6-7:Energy Diffuser
 8-9:Bio-Thruster
 10:Self-Repair
 11-12:Heavy Slicer
 13-14:Vortex Disruptor
 15:Hangar
 16:Sensors
 17:Reactor
 18:Phasing Drive
 19-20:Roll Again
 (Another 19-20: Pilot)

SPECIAL NOTES
 Advanced Sensors
 Advanced Armor
 Atmospheric Capable
 Bio-Drive System
 Primordial Shadow Ship

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

- ICON RECOGNITION**
- Bio-Thruster
 - Pilot
 - Sensors
 - Phasing Drive
 - Reactor
 - Hangar
 - Energy Diffuser
 - Heavy Slicer Beam
 - Vortex Disruptor

HANGAR
 12 Fighters, 0 Shuttles
 (Special Structure Rules)

