

Shadow Light Carrier

SPECS

Class: Capital Ship
In Service: Primordial
Point Value: 3300
Ramming Factor: 100
Jump Delay: 8 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 15
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +4

WEAPON DATA

Molecular Slicer Beam
Class: Molecular
Mode: Raking (15)
Dmg, 1 Turn: 8d10+12
Dmg, 2 Turns: 12d10+24
Dmg, 3 Turns: 16d10+36
Range Penalty: -1 per 3 hexes
Fire Control: +8/+6/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets.
Non-interceptable.

PRIMARY HITS
1-6: Structure
7-9: Energy Diffuser
10-11: Bio-Thruster
12: Self-Repair
13: Slicer Beam
14-15: 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

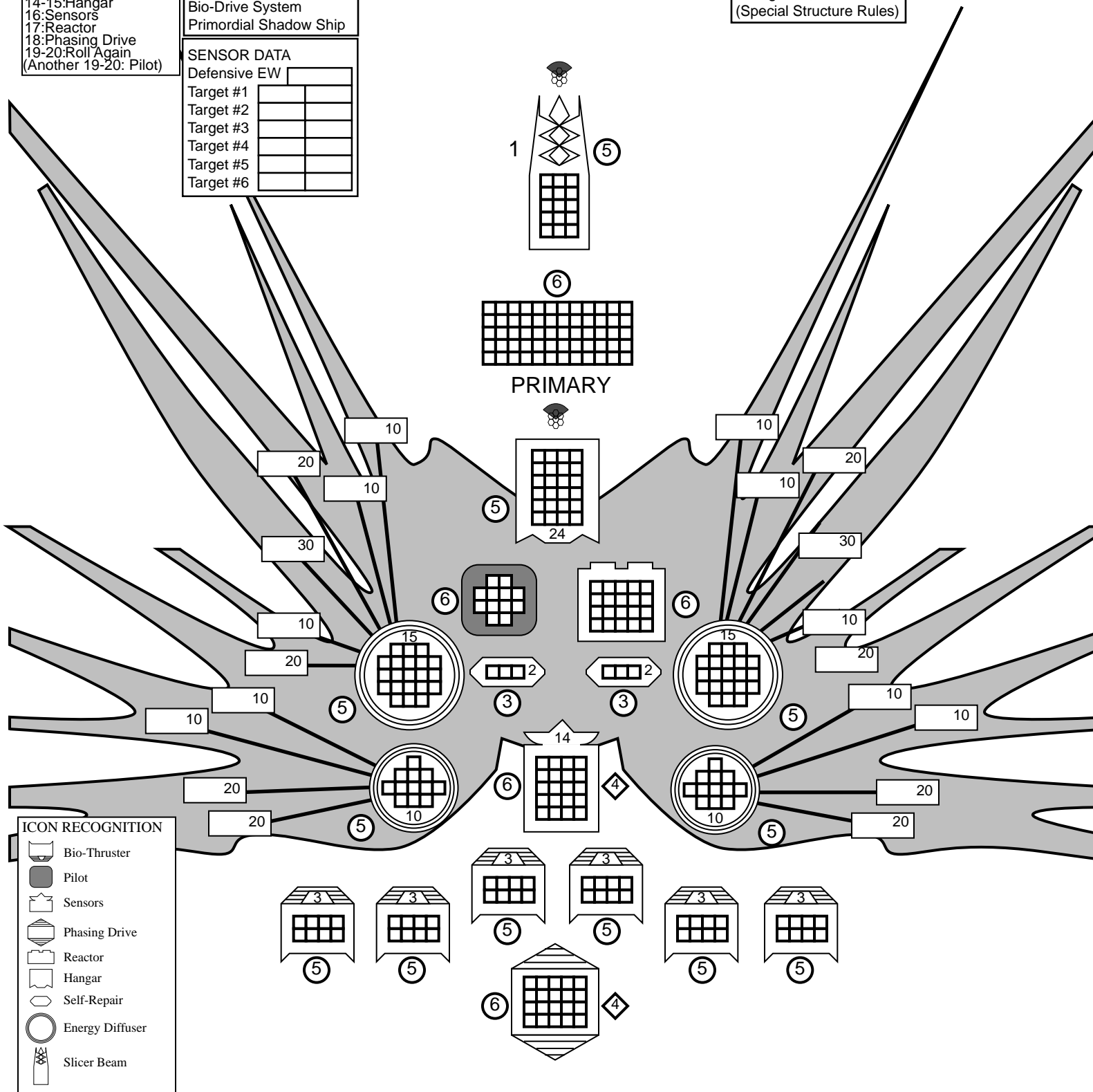
SENSOR DATA

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

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

HANGAR

24 Fighters, 0 Shuttles
(Special Structure Rules)



ICON RECOGNITION

- Bio-Thruster
- Pilot
- Sensors
- Phasing Drive
- Reactor
- Hangar
- Self-Repair
- Energy Diffuser
- Slicer Beam