

Centauri Shadow Demos Warship

SPECS

Class: Hvy Combat Vsl
In Service: 2260?
Point Value: ?
Jump Delay: 16 Turns
Ramming Factor: 150

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +6

WEAPON DATA

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

Heavy Phasing Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 18 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +6/+4/+2
Intercept Rating: -2
Rate of Fire: 1 per 3 turns
Special: Ignores shields.

Lt Multiphased Cutter
Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
4-5: Molecular Slicer
6: Phasing Pulse Cannon
7-9: Multiphased Cutter
10-11: Energy Diffuser
12-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-9: Jump Engine
10-11: Energy Diffuser
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-10: Port/Stb Thrust
11-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
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: 0 Defense: 9/10

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Molecular Slicer
- Phasing Pulse Cannon
- Multiphased Cutter
- Energy Diffuser

