



**FORWARD HITS**  
1-3:Retro Thrust  
4-6:Slider/Phsd Pulse Array  
7-10:Missile Rack  
11-12:Interceptor  
13-18:Forward Struct  
19-20:PRIMARY Hit

**SIDE HITS**  
1-4:Port/Stb Thrust  
5-7: Slider/Phsd Pulse Array  
8-10:Particle Beam  
11-12:Interceptor  
13-18:Port/Stb Struct  
19-20:PRIMARY Hit

**AFT HITS**  
1-5:Main Thrust  
6-9: Slider/Phsd Pulse Array  
10-12:Interceptor  
13-18:Aft Struct  
19-20:PRIMARY Hit

**PRIMARY HITS**  
1-8:Primary Struct  
9-10:Jump Engine  
11-14:Sensors  
15-16:Engine  
17-18:Hangar  
19:Reactor  
20:C & C

**HANGAR**  
24 Fighters  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10

#### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## EA Shadow Repulse Heavy Battle Cruiser (Psi Model)

#### SPECS

Class: Capital Ship

In Service: 2261

Point Value:

Ramming Factor: 480

Jump Delay: 20 Turns

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 2 3 4 5 6 7 8 9 10 11 12

#### MANEUVERING

Turn Cost: 1 x Speed

Turn Delay: 1 x Speed

Accel/Decel Cost: 3 Thrust

Pivot Cost: 3+3 Thrust

Roll Cost: 2+2 Thrust

#### COMBAT STATS

Fwd/Aft Defense: 15 (11)

Stb/Port Defense: 17 (13)

Engine Efficiency: 3/1

Extra Power: 0

Initiative Bonus: +0

#### WEAPON DATA

**Slider/Phasing Pulse Array**  
This weapon can fire as either a lt. slicer or hvy. phasing pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

#### 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

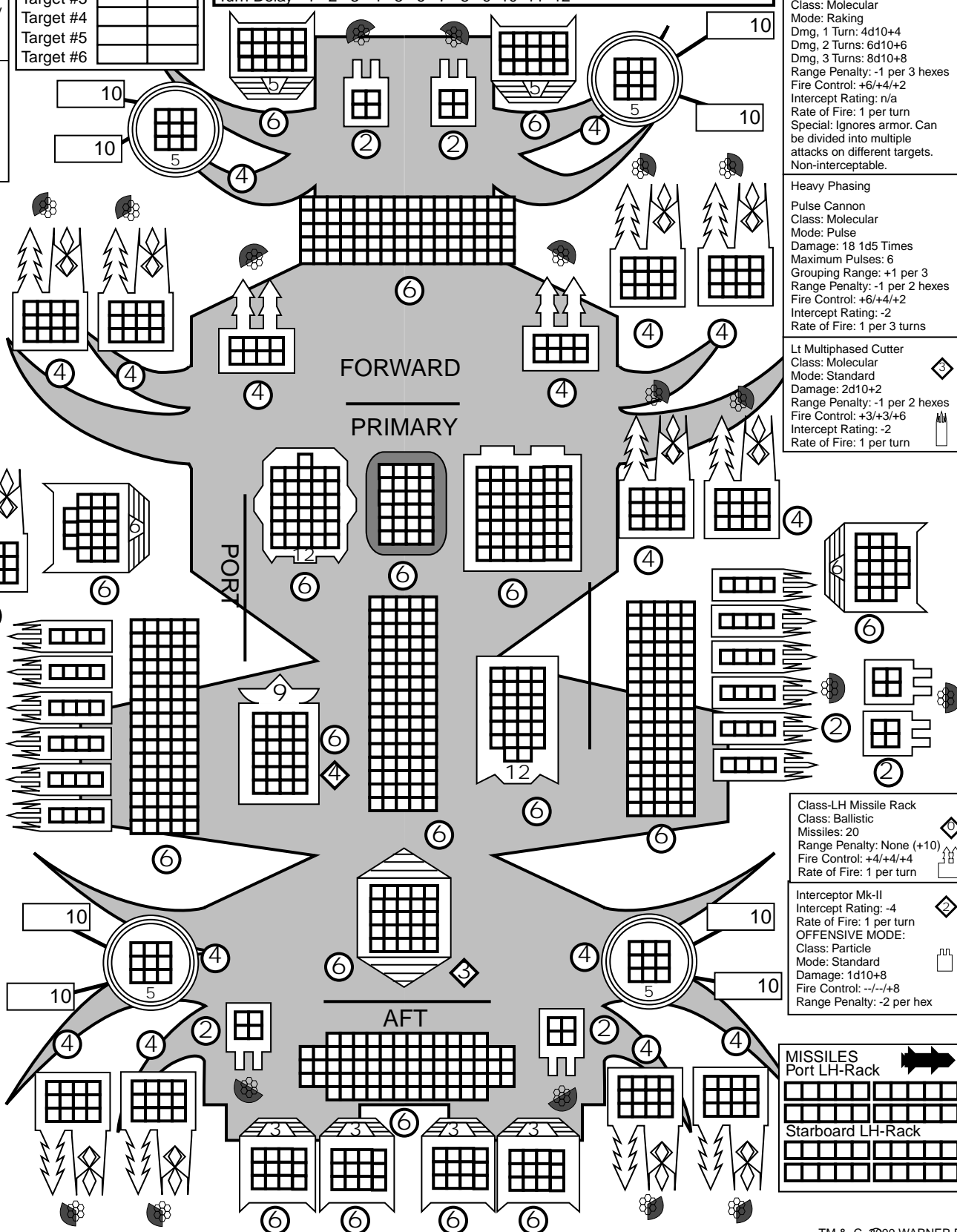
**Pulse Cannon**  
Class: Molecular  
Mode: Pulse  
Damage: 18 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 3  
Range Penalty: -1 per 2 hexes  
Fire Control: +6/+4/+2  
Intercept Rating: -2  
Rate of Fire: 1 per 3 turns

#### 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

#### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Energy Diffuser
- Light Multiphased Cutter
- Slider/Phasing Pulse Array
- Class-LH Missile Rack
- Interceptor



**Class-LH Missile Rack**  
Class: Ballistic  
Missiles: 20  
Range Penalty: None (+10)  
Fire Control: +4/+4/+4  
Rate of Fire: 1 per turn

**Interceptor Mk-II**  
Intercept Rating: -4  
Rate of Fire: 1 per turn  
**OFFENSIVE MODE:**  
Class: Particle  
Mode: Standard  
Damage: 1d10+8  
Fire Control: --/+8  
Range Penalty: -2 per hex

**MISSILES**  
Port LH-Rack  
Starboard LH-Rack