



EA Shadow Inquisitor Battleship (Delta Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15 (11)
In Service: 2261	Turn Delay: 1 x Speed	Stb/Port Defense: 19 (15)
Point Value: 5000	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: Big	Pivot Cost: 3+3 Thrust	Extra Power: +0
Jump Delay: 16 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
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	

WEAPON DATA

See Page 2

SPECIAL NOTES

Artificial Gravity with
Inertial Dampeners
Limited Deployment (33%)

HANGAR

24 Fighters (usually T-bolts)
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



ICON RECOGNITION

Thruster

C & C

Sensors

Engine

Jump Engine

Reactor

Hangar

Energy Diffuser

Slicer/Phasing Pulse Array

Heavy Phasing Pulse Cannon

Multiphased Cutter

Twin Railgun

Light Multiphased Cutter

Class-LH Missile Rack

Mine Dispenser

Vortex Disruptor

Interceptor

Heavy Interceptor

