



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 Command Cruiser (Omega Model)

SPECS

Class: Capital Ship

In Service: 2261

Point Value:

Ramming Factor: 480

Jump Delay: 20 Turns

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: +2

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.

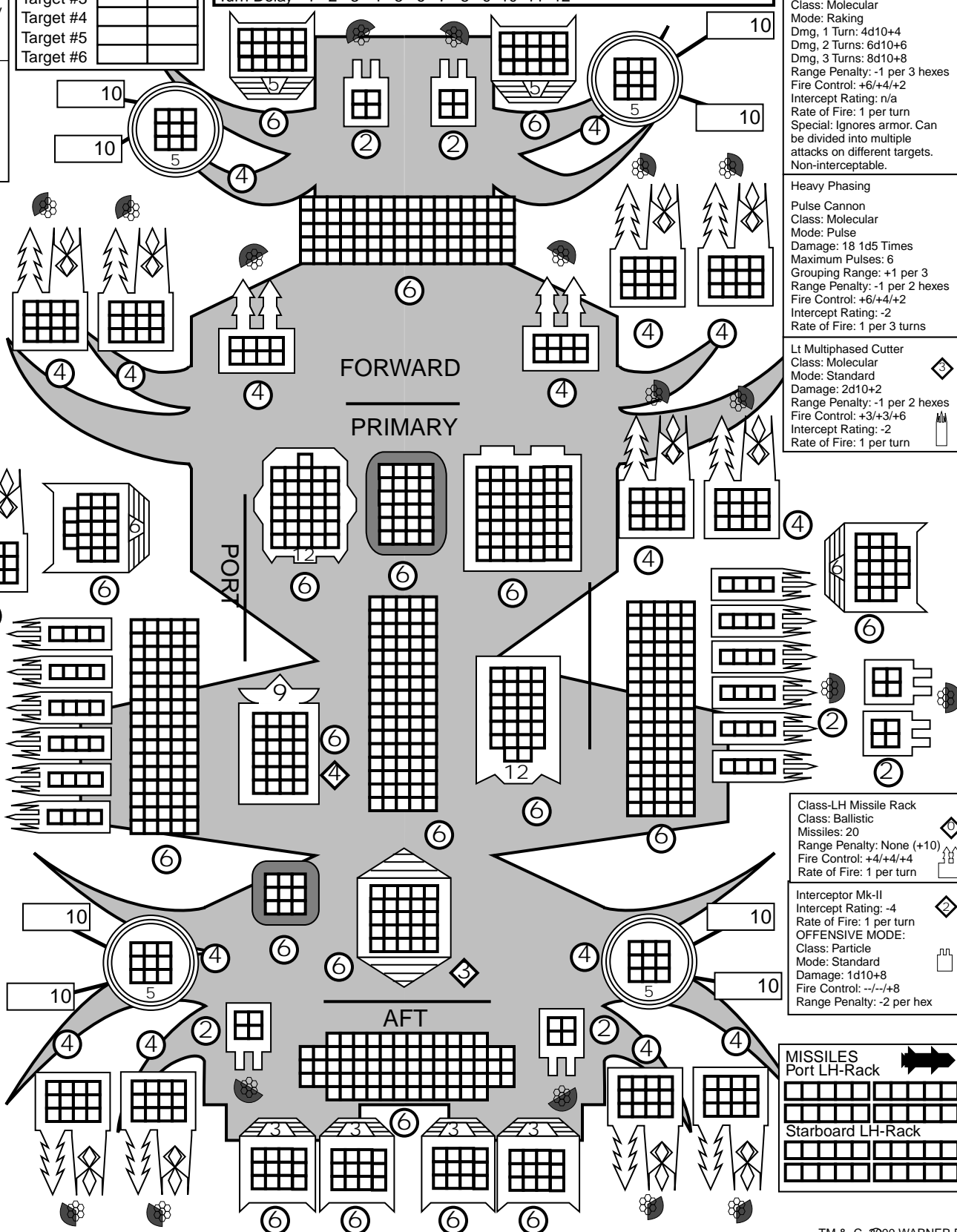
Heavy Phasing

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