



Shadow Hybrid

SPECS

Class: Capital Ship
In Service: 2259
Point Value: 2250
Ramming Factor: 325
Jump Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Sth/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Molecular Slicer Beam

Class: Molecular
Mode: Raking (15)
Damage: 1 Turn: 8d10+12
2 Turns: 12d10+24
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.

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

1-5: Retro Thruster
6-7: Molecular Slicer Beam
8-10: Lt. Multiphased Cutter
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Sth Thruster
6-10: Energy Diffuser
11-18: Port/Sth Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thruster
7-10: Lt. Multiphased Cutter
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Advanced Armor
Atmospheric Capable
Gravitic Drive System
Special Deployment:
only one ship per fleet

SENSOR DATA 11

Defensive EW

Target #1

Target #2

Target #3

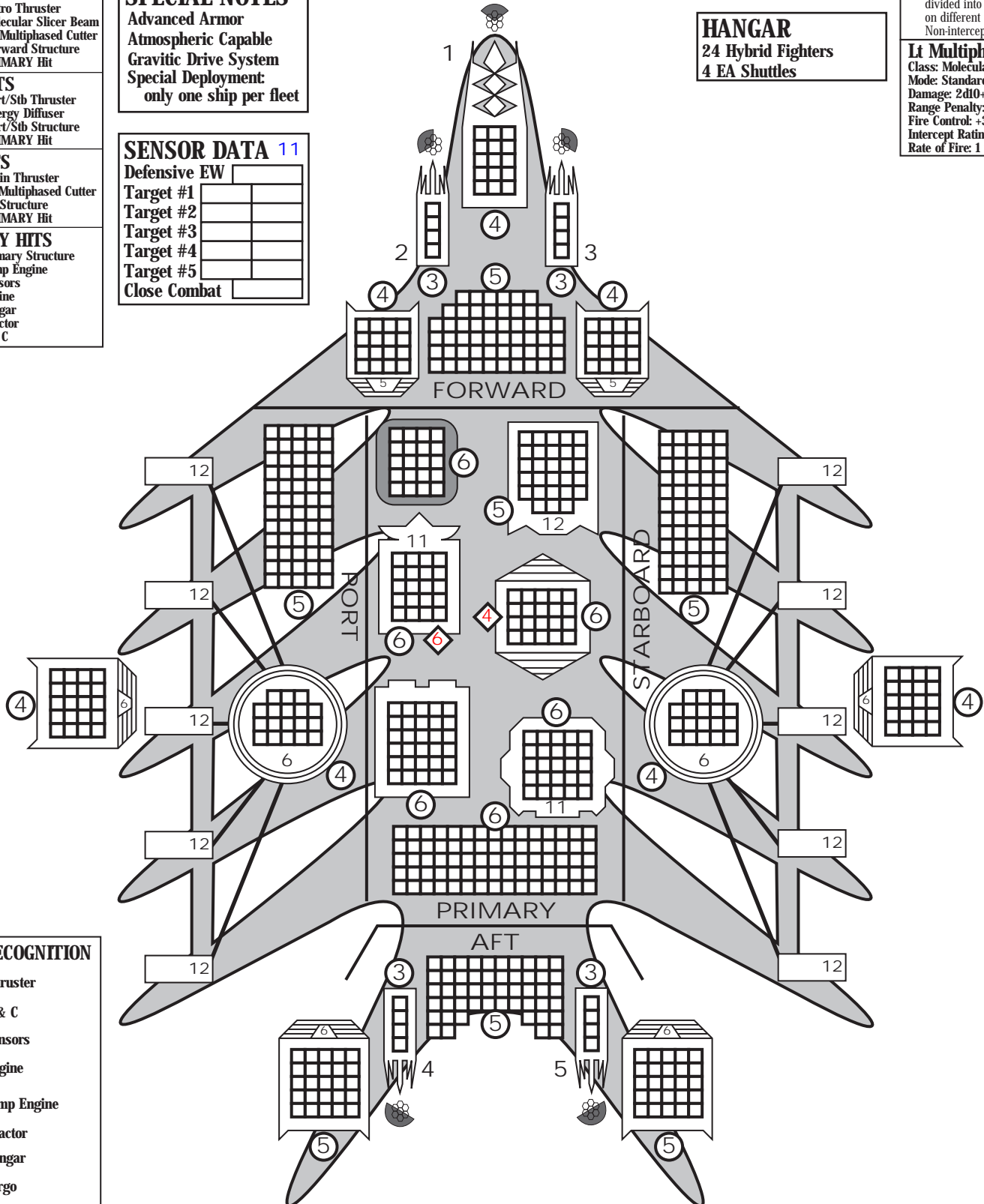
Target #4

Target #5

Close Combat

HANGAR

24 Hybrid Fighters
4 EA Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo