



# Shadow Omega Destroyer (Nightwatch)

## SPECS

Class: Capital Ship  
In Service: 2261  
Point Value: 2000  
Ramming Factor: 400  
Jump Delay: 20 Turns

## 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)  
Sth/Port Defense: 17 (13)  
Engine Efficiency: 3/1  
Extra Power: 0  
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

**Hvy Multiphased Beam**  
Class: Molecular  
Mode: R, P, S  
Damage: 8d10+8  
Range Penalty: -1 per 3 hexes  
Fire Control: +6/+4/+2  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
**Special:** Ignores the first two points of standard armor

**Med Multiphased Beam**  
Class: Molecular  
Mode: Raking  
Damage: 4d10+4  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+4/+4  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns  
**Special:** Ignores the first point of standard armor

**Lt Multiphased Beam**  
Class: Molecular  
Mode: Standard  
Damage: 2d10+2  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+6  
Intercept Rating: -2  
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

## FORWARD HITS

1-4: Retro Thruster  
5-7: Hvy. Multiphased Beam  
8-9: Interceptor  
10-12: Energy Diffuser  
13-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Sth Thruster  
5-9: Lt. Multiphased Beam  
10-12: Interceptor  
13-18: Port/Sth Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thruster  
7-9: Med. Multiphased Beam  
10-11: Interceptor  
12-13: Energy Diffuser  
14-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## SPECIAL NOTES

Advanced Armor

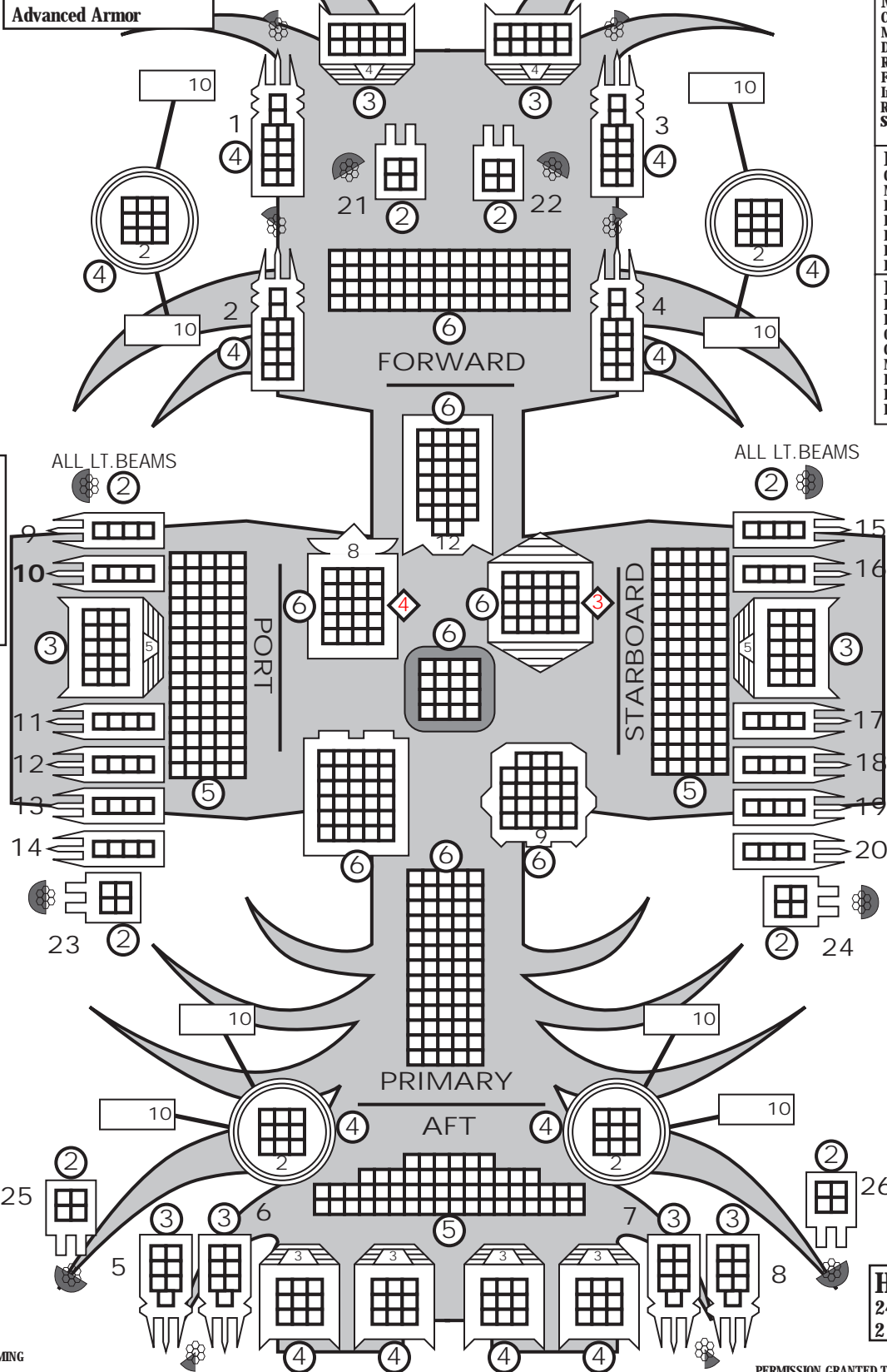
## SENSOR DATA 8

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Close Combat	

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Energy Diffuser



**HANGAR**  
24 EA Fighters (any)  
2 EA Shuttles