

Eldar Shadow Cruiser

SPECS		MANEUVERING								COMBAT STATS			
Class: Capital Ship		Turn Cost: 2/3x Speed								Fwd/Aft Defense: 14 (9)			
In Service: 2800		Turn Delay: 2/3x Speed								Stb/Port Defense: 16 (11)			
Point Value: 950		Accel/Decel Cost: 2 Thrust								Engine Efficiency: 3/1			
Ramming Factor: 210		Pivot Cost: 2+2 Thrust								Extra Power: 0			
Warp Delay: 8 Turns		Roll Cost: 3+3 Thrust								Initiative Bonus: +2			
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	1	1	2	3	3	4	5	5	6	7	7	8	
Turn Delay	1	1	2	3	3	4	5	5	6	7	7	8	

WEAPON DATA
Adv Torpedo Tube
Class: Ballistic
Mode: Standard
Damage: 30
Torpedoes: 1
Range Penalty: None
Speed: 18 hexes
Fire Control: +6/+4/+2
Rate of Fire: 1 per 3 turns

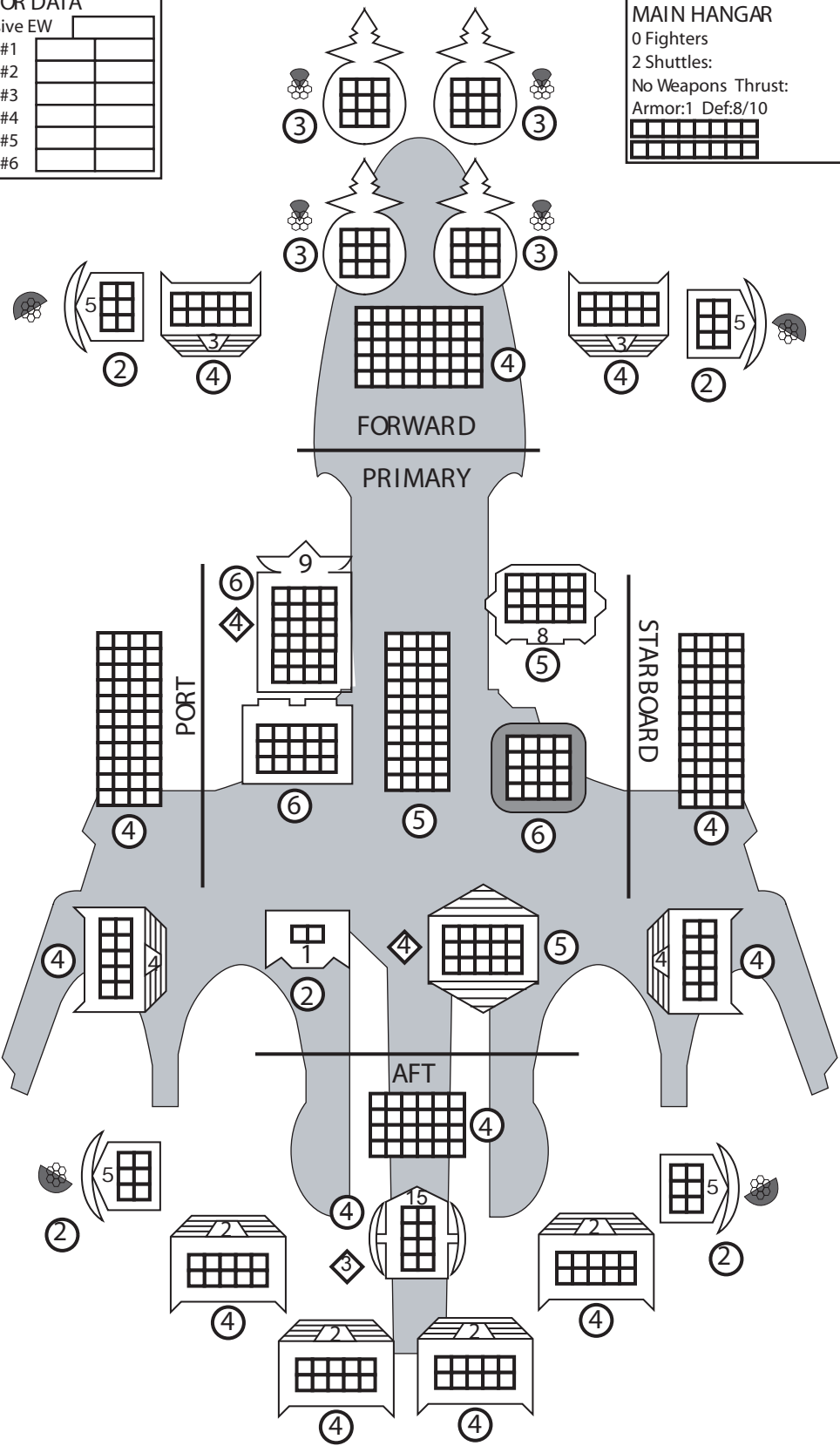
Adv Fusion Projector
Battery
Class: Particle
Modes: Standard
Dmg: 2d10+6
Range Pen: -1 per 2hexes
Fire Control: +5/+3/-2
Interception Rating: -1
Rate of Fire: 1 per 2 turns

Holofield Projector
Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
Defense rating shown in parenthesis () indicates

FORWARD HITS
1-6: Retro Thrust
7-9: Adv Torp Tube
10-11: Holofield Emitter
12-18: Forward Struct
19-20: Primary Hit
SIDE HITS
1-5: Port/Stb Thruster
6-11: Adv Fusion Batt
12-18: Port/Stb Struct
19-20: Primary Hit
AFT HITS
1-7: Main Thrust
8-9: Holofield Emitter
10: Holofield Generator
11-18: Aft Struct
19-20: Primary Hit
PRIMARY HITS
1-8: Primary Struct
9-11: Warp Engine
12-13: Sensors
14-15: Engine
16: Hangar
17: Reactor
19-20: C & C

Special Notes:
Gravitic Drive
HoloField
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

MAIN HANGAR
0 Fighters
2 Shuttles:
No Weapons Thrust:
Armor:1 Def:8/10



ICON RECOGNITION
Thruster (Sail)
C & C
Sensors
Engine
Warp Engine
Reactor
Hangar
Adv Torp Tube
Adv Fusion Projector Battery
Holofield Emitter