

Shadow Light Defender

SPECS

Class: HCV
In Service: Primordial
Point Value: 1400
Ramming Factor: 70
Jump Delay: 8 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 13
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +8

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

WEAPON DATA

Molecular Slicer Beam
Class: Molecular
Mode: Raking (15)
Dmg, 1 Turn: 8d10+12
Dmg, 2 Turns: 12d10+24
Dmg, 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

PRIMARY HITS

1-7:Structure
8-10:Energy Diffuser
11-12:Bio-Thruster
13:Self-Repair
14:Slicer Beam
15:Lt Multiphased Cutter
16:Sensors
17:Reactor
18:Phasing Drive
19-20:Roll Again
(Another 19-20: Pilot)

SPECIAL NOTES

Advanced Sensors
Advanced Armor
Atmospheric Capable
Bio-Drive System
Primordial Shadow Ship

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

