

# Shadow Scout

## SPECS

Class: Medium Ship  
In Service: Ancient  
Point Value: 1300  
Ramming Factor: 50  
Jump Delay: 8 Turns

## MANEUVERING

Turn Cost: 1/3 Speed  
Turn Delay: 1/4 Speed  
Accel/Decel: 3/2 Thrust  
Pivot Cost: 1+1 Thrust  
Roll Cost: 1+1 Thrust

## COMBAT STATS

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

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

## WEAPON DATA

### Medium Phasing Pulse Cannon

Class: Molecular  
Mode: Pulse  
Damage: 13 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 3  
Range Penalty: -1 per hex  
Fire Control: +6/+4/+2  
Intercept Rating: -3  
Rate of Fire: 1 per 2 turns

## PRIMARY HITS

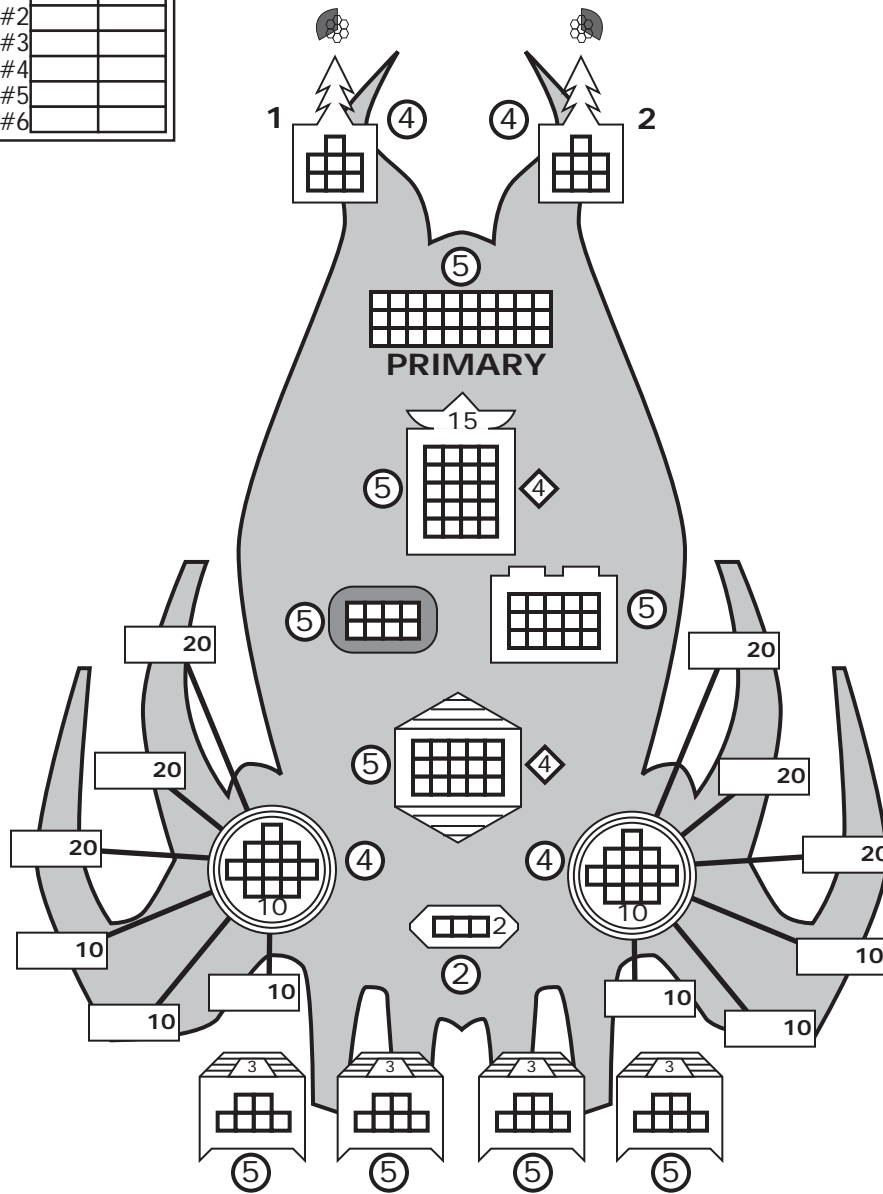
- 1-7: Structure
- 8-10: Energy Diffuser
- 11-12: Bio-Thruster
- 13: Self-Repair
- 14-15: Phasing Pulse Cannon
- 16: Sensors
- 17: Reactor
- 18: Phasing Drive
- 19-20: Roll Again (Another 19-20: Pilot)

## SPECIAL NOTES

Agile Ship  
Advanced Sensors  
Advanced Armor  
Atmospheric Capable  
Bio-Drive System  
ELINT Ship

## SENSOR DATA

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



## ICON RECOGNITION

- Bio-Thruster
- Pilot
- Sensors
- Phasing Drive
- Reactor
- Hangar
- Self-Repair
- Energy Diffuser
- Medium Phasing Pulse Cannon