

Shadow Battle Cruiser

SPECS

Class: Capital Ship
 In Service: Primordial
 Point Value: 4925
 Ramming Factor: 140
 Jump Delay: 8 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 19
 Stb/Port Defense: 18
 Engine Efficiency: N/A
 Extra Power: 0
 Initiative Bonus: +3

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

24 Fighters, 0 Shuttles
(Special Structure Rules)

WEAPON DATA

Heavy Molecular

Slicer Beam
 Class: Molecular
 Mode: Raking (15)
 Dmg: 8d10+12
 Range Penalty: -1 per 3 hexes
 Fire Control: +8/+6/+4
 Intercept Rating: n/a
 Rate of Fire: 1 per turn
 Alternate Fire: Two turns:
 Mode: Raking (15), Piercing
 Dmg: 16d10+24
 Fire Control: +8/+6/+4
 Alternate Fire: Three turns:
 Mode: Piercing (Standard)
 Dmg: 24d10+36
 Fire Control: +4/+2/+0
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.

Vortex Disruptor

Class: Electromagnetic
 Damage: Destroys jump point
 Range Penalty: -1 per hex
 Fire Control: +0/+0/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
Special: Fired at jump point with a base 24 or less to hit. Scores no damage on ships.

PRIMARY HITS

- 1-5: Structure
- 6-7: Energy Diffuser
- 8-9: Bio-Thruster
- 10: Self-Repair
- 11-12: Heavy Slicer
- 13-14: Vortex Disruptor
- 15: Hangar
- 16: Sensors
- 17: Reactor
- 18: Phasing Drive
- 19-20: Roll Again
 (Another 19-20: Pilot)

ICON RECOGNITION

- Bio-Thruster
- Pilot
- Sensors
- Phasing Drive
- Reactor
- Hangar
- Self-Repair
- Energy Diffuser
- Heavy Slicer Beam
- Vortex Disruptor

SPECIAL NOTES

Limited Deployment (33%)
 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	

