

## Shadow Attack Cruiser

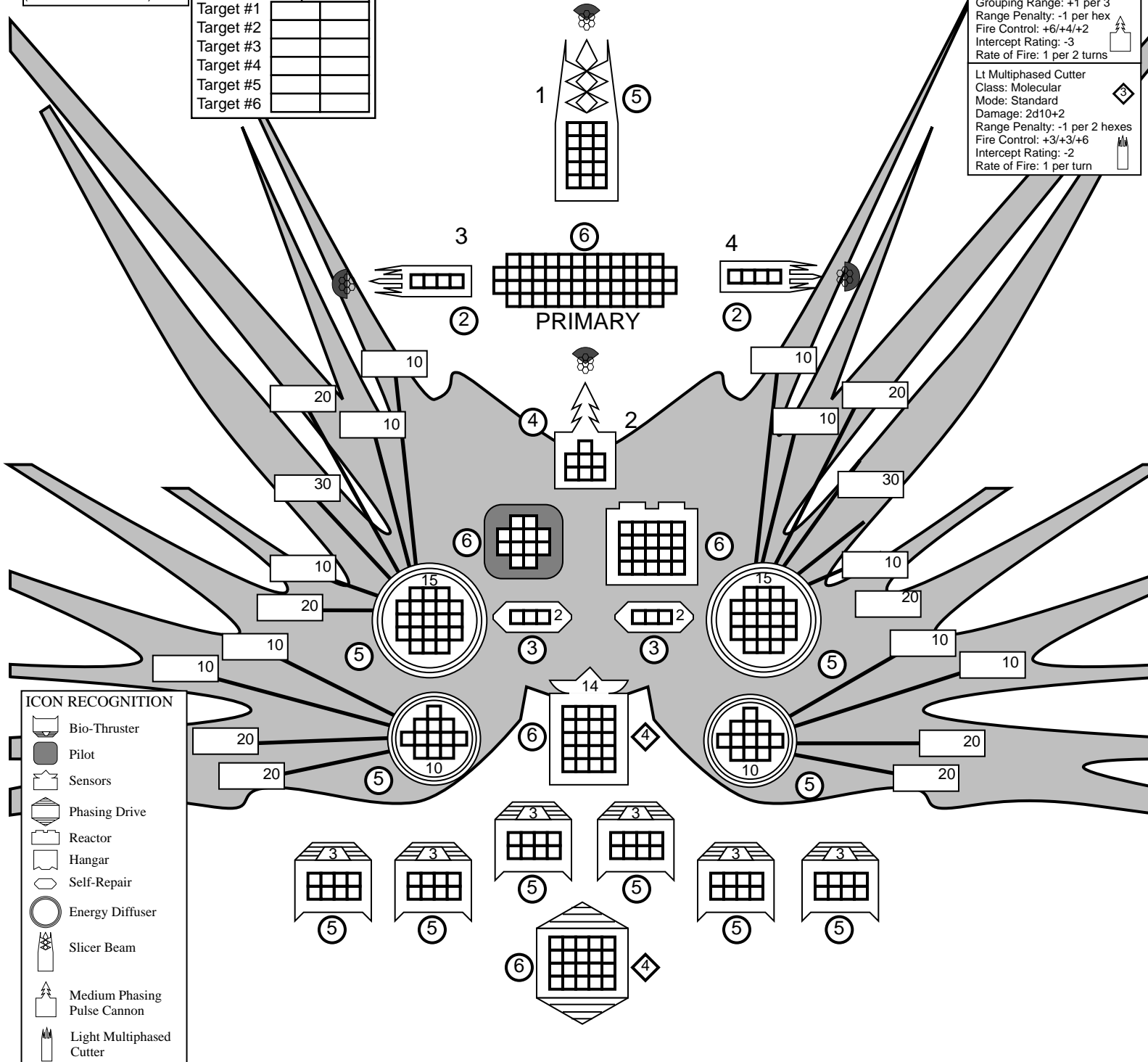
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16
In Service: Primordial	Turn Delay: 1/3 Speed	Stb/Port Defense: 15
Point Value: 3000	Accel/Decel Cost: 3 Thrust	Engine Efficiency: N/A
Ramming Factor: 90	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 8 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +4
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 1 1 2 2 2 3 3 3 4 4 4	

HANGAR  
0 Fighters, 0 Shuttles

**PRIMARY HITS**  
1-6:Structure  
7-9:Energy Diffuser  
10-11:Bio-Thruster  
12:Self-Repair  
13:Slicer Beam  
14:Phasing Pulse  
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	

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.	
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	
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	



ICON RECOGNITION	
	Bio-Thruster
	Pilot
	Sensors
	Phasing Drive
	Reactor
	Hangar
	Self-Repair
	Energy Diffuser
	Slicer Beam
	Medium Phasing Pulse Cannon
	Light Multiphased Cutter