



Shadow Assault Frigate

SPECS

Class: Hvy Combat Vsl
In Service: Ancient
Point Value: 1100 (?)
Ramming Factor: 65
Jump Delay: 8 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Sth/Port Defense: 15
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 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 |
| Turn Delay | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 |

PRIMARY HITS

1-6: Structure
7-9: Energy Diffuser
10-11: Bio-Thruster
12: SelfRepair
13: Light Slicer Beam
14: Grappling Claw
15: Creature Storage
16: Sensors
17: Reactor
18: Phasing Drive
19-20: Roll Again
(Another 19-20: Pilot)

SPECIAL NOTES

Advanced Armor
Advanced Sensors
Atmospheric Capable
Bio-Drive System

SENSOR DATA 11

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Close Combat

WEAPON DATA

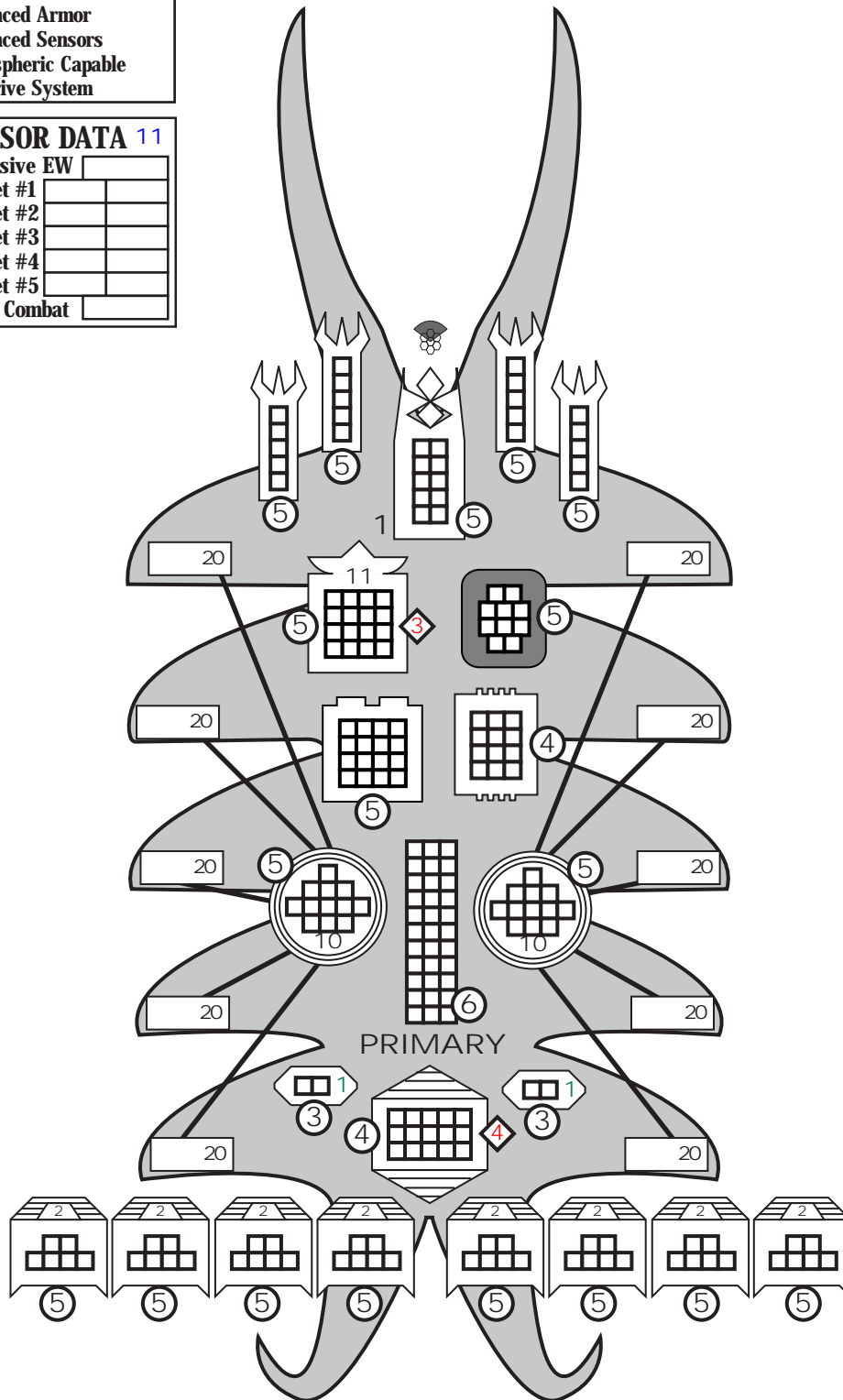
Light Molecular

Slicer Beam

Class: Molecular
Mode: Raking
Dmg. 1 Turn: 4d10+4
Dmg. 2 Turns: 6d10+6
Dmg. 3 Turns: 8d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.

Grappling Claw

Attaches the Assault Ship to the target vessel so boarding parties can be deposited.



ICON RECOGNITION

- Bio-Thruster
- Pilot
- Sensors
- Phasing Drive
- Reactor
- Hangar
- SelfRepair
- Energy Diffuser
- Slicer Beam
- Creature Storage