

Shadow Heavy Carrier

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: 3750
Ramming Factor: 120
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: 18
Stb/Port Defense: 17
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +2

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

48 Fighters, 0 Shuttles
(Special Structure Rules)

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.

PRIMARY HITS

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

SPECIAL NOTES

Limited Deployment (33%)
Advanced Sensors
Advanced Armor
Atmospheric Capable
Bio-Drive System

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
- Energy Diffuser
- Slicer Beam

