

Version 2: 2E/SF

Name: _____ Counter: _____



Shadow Destroyer

SPECS

Class: Medium Ship
In Service: Ancient
Point Value: 1250
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

PRIMARY HITS

- 1-5: Structure
- 6-8: Energy Diffuser
- 9-10: Bio-Thruster
- 11: Self-Repair
- 12-13: Phasing Pulse Cannon
- 14-15: Multiphased Cutter
- 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

SENSOR DATA

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

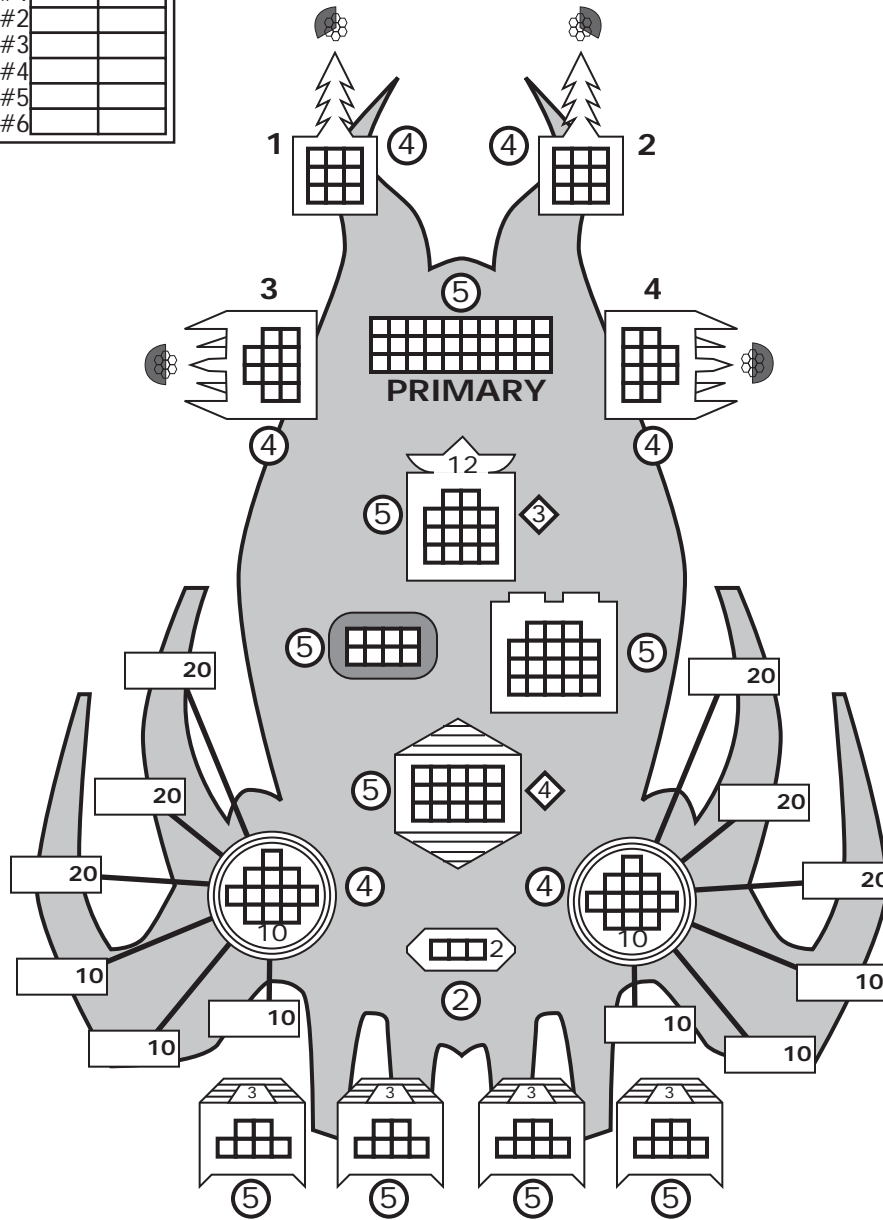
WEAPON DATA

Heavy Phasing Pulse Cannon

Class: Molecular
Mode: Pulse
Damage: 18 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +6/+4/+2
Intercept Rating: -2
Rate of Fire: 1 per 3 turns

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: 3 per turn



ICON RECOGNITION

- Bio-Thruster
- Pilot
- Sensors
- Phasing Drive
- Reactor
- Hangar
- Self-Repair
- Energy Diffuser
- Heavy Phasing Pulse Cannon
- Multiphased Cutter