

Shadow Strike Cruiser

SPECS

Class: Capital Ship
In Service: Primordial
Point Value: 4200
Ramming Factor: 70
Jump Delay: 8 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 15
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +6

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

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.

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

PRIMARY HITS
1-5: Structure
6-7: Energy Diffuser
8-9: Bio-Thruster
10: Self-Repair
11-12: Slicer
13-15: Hvy Phasing Pulse
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

ICON RECOGNITION

- Bio-Thruster
- Pilot
- Sensors
- Phasing Drive
- Reactor
- Energy Diffuser
- Slicer Beam
- Heavy Phasing Pulse Cannon

