

## Shadow Defender

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: 3400	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	

**PRIMARY HITS**  
 1-5:Structure  
 6-7:Energy Diffuser  
 8-9:Bio-Thruster  
 10:Self-Repair  
 11:Slicer Beam  
 12-14:Multiphased Cutter  
 15:Hangar  
 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.	
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	

