

Shadow Regeneration Outpost

SPECS

Class: Enormous Base
In Service: Ancient
Point Value: N/A
Ramming Factor: 250
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: 5 Thrust
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 21
Stb/Port Defense: 21
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +2

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.

HANGARS

6 Fighters, 0 Shuttles Ea.
(Special Structure Rules)

PRIMARY HITS

- 1-6: Structure
- 7-9: Energy Diffuser
- 10: Bio-Thruster
- 11-12: Self-Repair
- 13-14: Slicer Beam
- 15-16: Hangar
- 17: Sensors
- 18: Reactor
- 19-20: Roll Again (Another 19-20: Pilot)

SPECIAL NOTES

Advanced Sensors
Advanced Armor
Bio-Drive System

SENSOR DATA

Defensive EW

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

PRIMARY

10	10	10	10	10	10	10	10

ICON RECOGNITION

- Bio-Thruster
- Pilot
- Sensors
- Reactor
- Hangar
- Self-Repair
- Energy Diffuser
- Slicer Beam