

Shadow Thrall Shadow Star Gunship

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost/1/3 Speed	Fwd/Aft Defense: 13
In Service: 2262	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 1 Thrust	Power Shortage: +0
Jump Delay: 24 Turns	Roll Cost: 1 Thrust	Initiative Bonus: +13
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA
Light Molecular
Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 4d10+4
Dmg, 2 Turns: 6d10+6
Dmg, 3 Turns: 8d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armorCan be divided into multiple attacks on different targets.
Non-interceptable
Medium Phasing
Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 13 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +6/+4/+2
Intercept Rating: -3
Rate of Fire: 1 per 2 turns

FORWARD BITS
1-4 Retro Thrust
5: Lt. Molecular Slicer
6-9 Phasing Pulse Cannon
10-11 Energy Diffuser
12-17 Structure
18-20 PRIMARY Hit

AFT BITS
1-6 Main Thrust
7-9 Jump Drive
10-11 Energy Diffuser
12-17 Structure
18-20 PRIMARY Hit

PRIMARY BITS
1-8 Port/Stb Thrust
9-10 Jammer
11-12 Tractor Beam
13-14 Sensors
15-16 Engine
17 Hangar
18-19 Reactor
20 C & C

SPECIAL NOTES
Agile Ship
Advanced Armor
Gravitic Drive System
Atmospheric Capable
Unique Ship

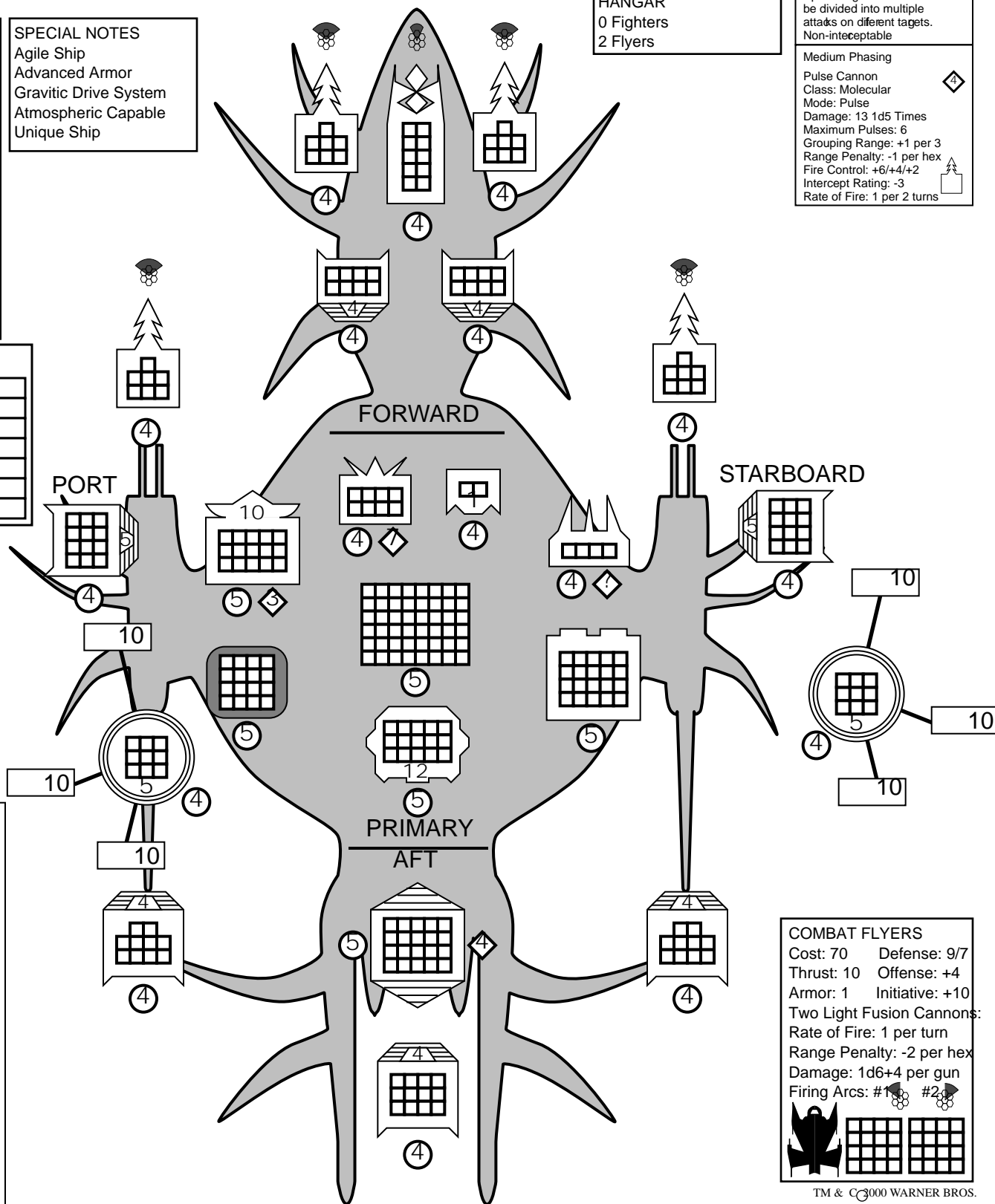
SENSOR DATA

Defensive EW

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

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Jammer
- Tractor
- Energy Diffuser
- Medium Phasing Pulse Cannon
- Light Slicer Beam



COMBAT FLYERS
Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

