



Shadow Heavy Orbital Defeses (2)

SPECS

Class: OSAT
In Service: Ancient
Point Value:
Ramming Factor:
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12



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.

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

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)

ICON RECOGNITION

Bio-Thruster

Pilot

Sensors

Reactor

Self-Repair

Energy Diffuser

Slicer Beam

