

Version 2: 2E/SF

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Shadow Carrier

## SPECS

Class: Capital Ship  
In Service: Ancient  
Point Value: 3000  
Ramming Factor: 90  
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: +3  
Initiative Bonus: +2

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

## HANGAR

24 Fighters, 0 Shuttles  
(Special Structure Rules)

## 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.*

## PRIMARY HITS

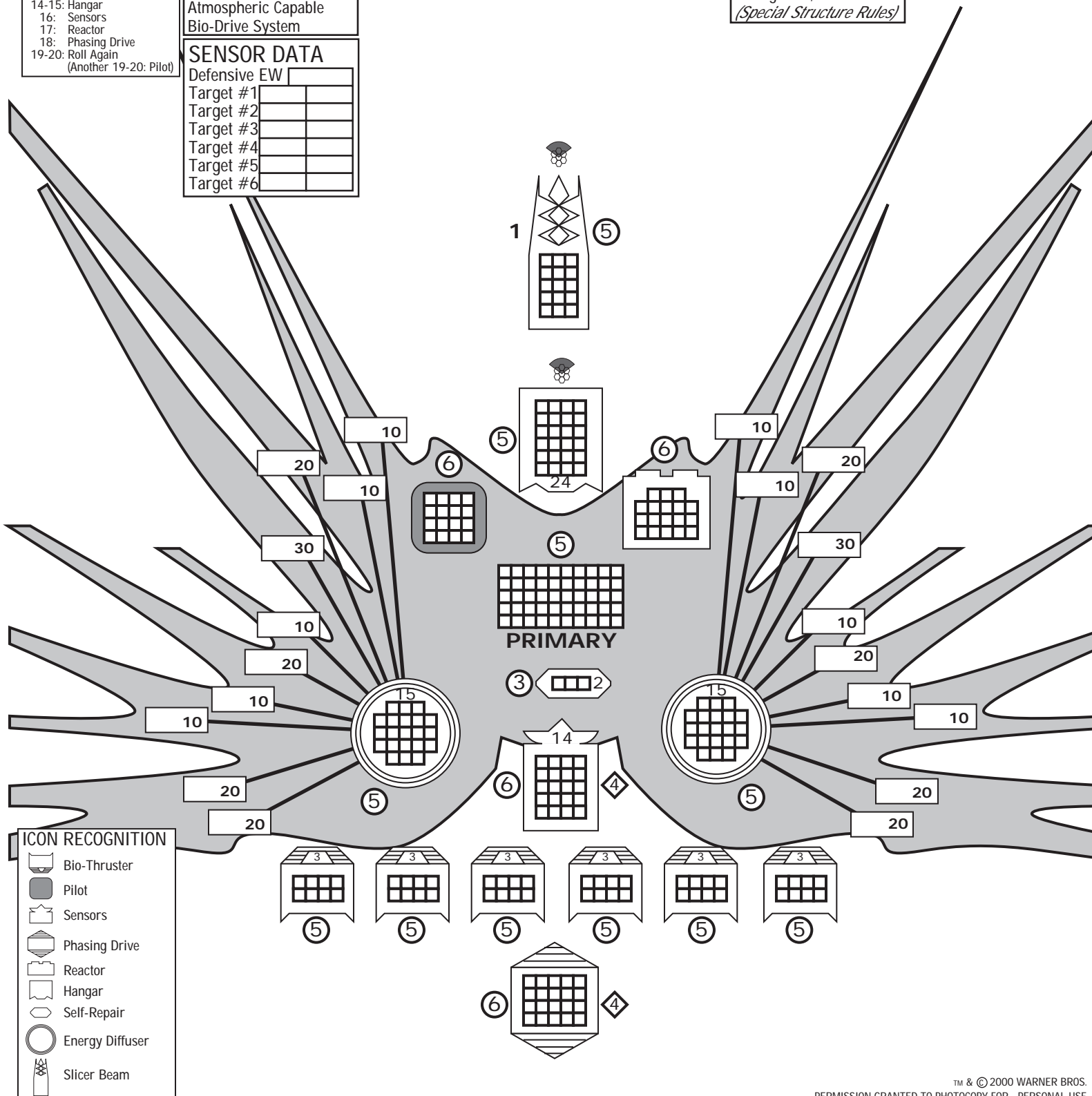
- 1-6: Structure
- 7-9: Energy Diffuser
- 10-11: Bio-Thruster
- 12: Self-Repair
- 13: Slicer Beam
- 14-15: Hangar
- 16: Sensors
- 17: Reactor
- 18: Phasing Drive
- 19-20: Roll Again (Another 19-20: Pilot)

## SPECIAL NOTES

Limited Deployment (33%)  
Advanced Sensors  
Advanced Armor  
Atmospheric Capable  
Bio-Drive System

## 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
- Hangar
- Self-Repair
- Energy Diffuser
- Slicer Beam