

# Shadow Dreadnought

## SPECS

Class: Capital Ship  
In Service: Ancient  
Point Value: 4250  
Ramming Factor: 120  
Jump Delay: 8 Turns

## MANEUVERING

Turn Cost: 3/2 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 18  
Stb/Port Defense: 17  
Engine Efficiency: N/A  
Extra Power: 0  
Initiative Bonus: +2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

## HANGAR

12 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.*

**Vortex Disruptor**  
Class: Electromagnetic  
Damage: Destroys jump point  
Range Penalty: -1 per hex  
Fire Control: +0/+0/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
*Special: Fired at jump point with a base 24 or less to hit. Scores no damage on ships.*

## PRIMARY HITS

- 1-5: Structure
- 6-7: Energy Diffuser
- 8-9: Bio-Thruster
- 10: Self-Repair
- 11-12: Slicer Beam
- 13-14: Vortex Disruptor
- 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
- Energy Diffuser
- Slicer Beam
- Vortex Disruptor

