

Shadow Dreadnought

SPECS

Class: Capital Ship
In Service: Primordial
Point Value: 5500
Ramming Factor: 170
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: 19
Stb/Port Defense: 18
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +3

WEAPON DATA

Heavy Molecular
Slicer Beam
Class: Molecular
Mode: Raking (15)
Dmg: 8d10+12
Range Penalty: -1 per 3 hexes
Fire Control: +8/+6/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Alternate Fire: Two turns:
Mode: Raking (15), Piercing
Dmg: 16d10+24
Fire Control: +8/+6/+4
Alternate Fire: Three turns:
Mode: Piercing (Standard)
Dmg: 24d10+36
Fire Control: +4/+2/+0
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.

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

24 Fighters, 0 Shuttles
(Special Structure Rules)

PRIMARY HITS

1-5:Structure
6-7:Energy Diffuser
8-9:Bio-Thruster
10:Self-Repair
11-12:Heavy Slicer
13-14:Vortex Disruptor
15:Hangar
16:Sensors
17:Reactor
18:Phasing Drive
19-20:Roll Again
(Another 19-20: Pilot)

ICON RECOGNITION

- Bio-Thruster
- Pilot
- Sensors
- Phasing Drive
- Reactor
- Hangar
- Self-Repair
- Energy Diffuser
- Heavy Slicer Beam
- Vortex Disruptor

SPECIAL NOTES

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

