



Shadow Light Scout Cruiser

SPECS

Class: HCV
In Service: Primordial
Point Value: 1700
Ramming Factor: 70
Jump Delay: 8 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 13
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
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 armor. Can be divided into multiple attacks on different targets. Non-interceptable.

PRIMARY HITS
1-7: Structure
8-10: Energy Diffuser
11-12: Bio-Thruster
13: Self-Repair
14-15: Slicer Beam
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
ELINT Ship
Primordial Shadow Ship

SENSOR DATA

Defensive EW

Target #1

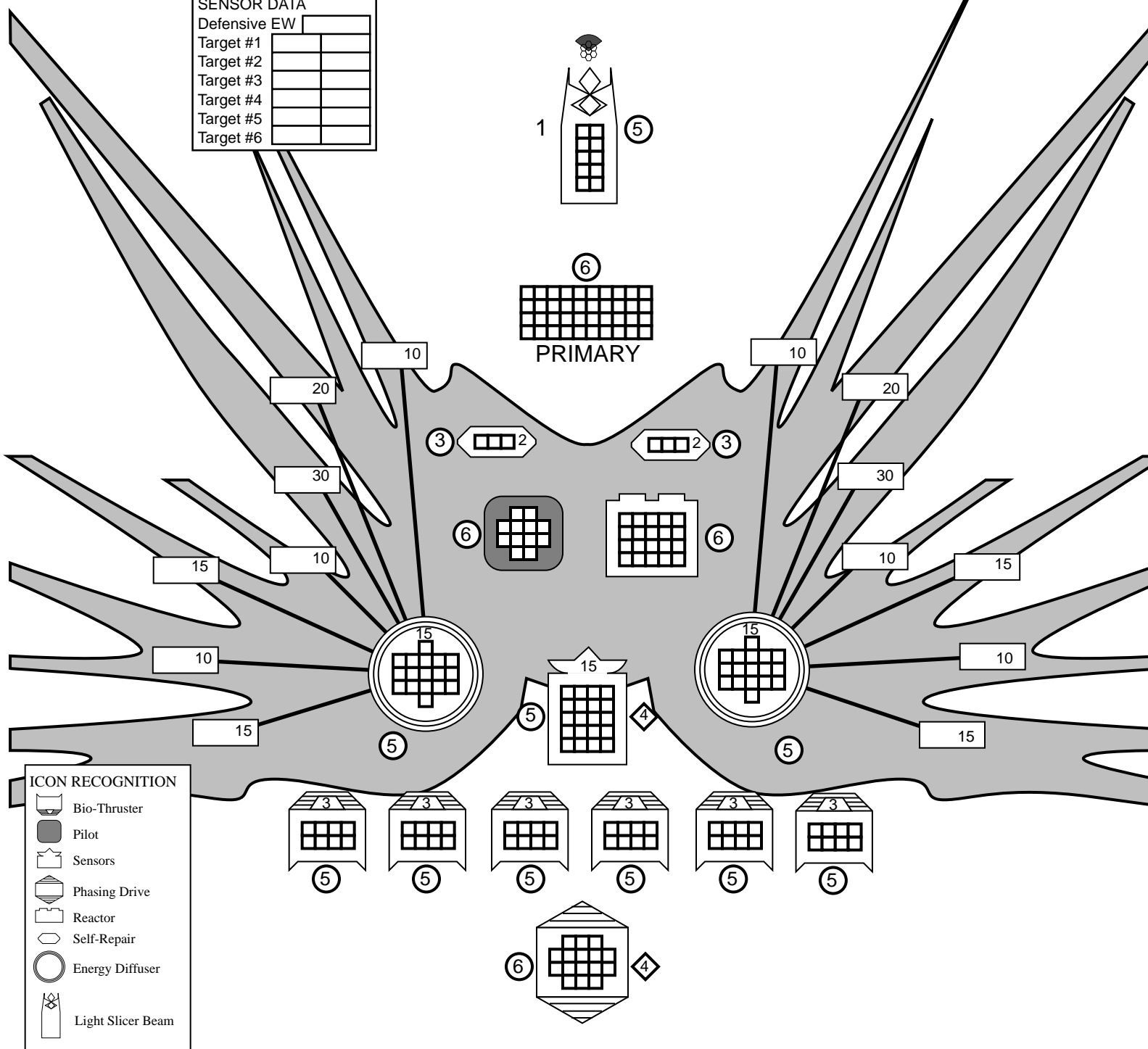
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Bio-Thruster
- Pilot
- Sensors
- Phasing Drive
- Reactor
- Self-Repair
- Energy Diffuser
- Light Slicer Beam