

Shadow Death Cloud

SPECS

Class: Enormous Unit
In Service: Ancient
Point Value: N/A
Ramming Factor: N/A
Jump Delay: Special

MANEUVERING

Moves one hex per Turn
There is no facing for this unit.

COMBAT STATS

Fwd/Aft Defense: 20
Stb/Port Defense: 20
Engine Efficiency: N/A
Extra Power: N/A
Initiative Bonus: +2

PRIMARY HITS

1-20: Structure

SPECIAL NOTES

Covers the central hex and surrounding 6 hexes. Only the central hex can be targeted and it only takes damage. All range penalties are tripled when targeting the Death Cloud.

Requires 5 full turns to phase in or out of hyperspace. Can not move, attack or use the damping field while phasing. While phasing, damage scored on the Death Cloud is doubled.

Once the Death Cloud touches a planetary hex row, it can attack the planet with missiles. The attack is automatically successful and destroys the planet. The Death Cloud is empty once it attacks a planet.

The Energy Damping Field has the following effects on each unit in the field.

One-half (round up) of all free thrust is lost & engine function at double the rating (e.g., 2/1 becomes 4/1)

The first turn, all energy is drained from jump engines, sensors function at 1/2 efficiency (round up), no special weapon functions (piercing, sustained, etc) can be used unless that is the only method used to fire, and energy equaling 1/4 (round .5 up) of the total number of weapons on the ship must be deactivated (and the power is lost.)

The second turn, sensors function at 1/4 efficiency (round .5 up), special weapon functions are lost as above, and 1/2 the ships weapons must be deactivated (and the power is lost.)

Every turn after the second, sensors and weapons are totally drained and the power is lost.

All restrictions are removed upon leaving the field, but drained weapons must start the arming cycle from scratch.

PRIMARY

☉ All Armor

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