

# Shadow Patrol Cruiser

## SPECS

Class: HCV  
In Service: Ancient  
Point Value: 950  
Ramming Factor: 60  
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: +8

| 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

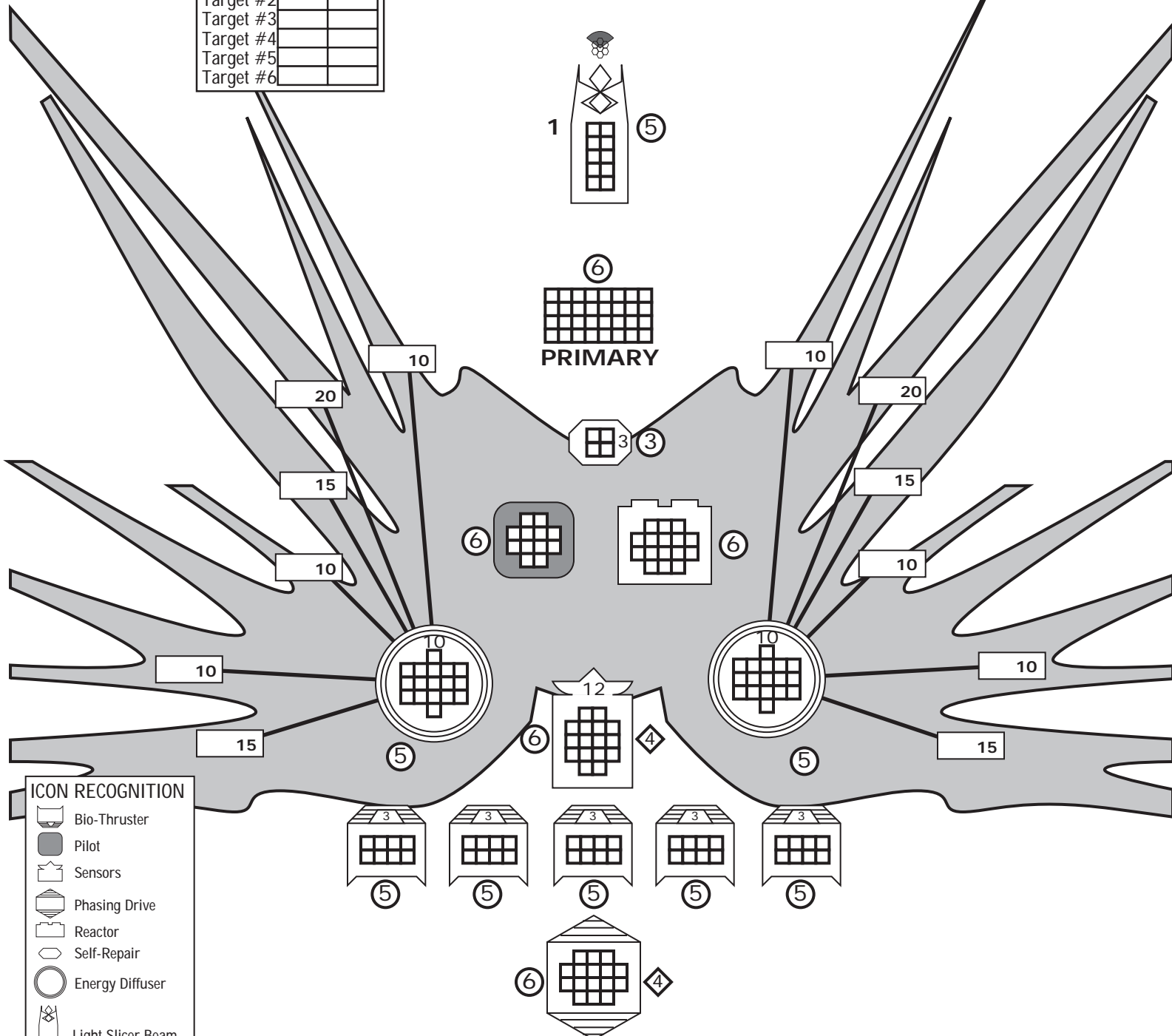
1-7: Structure  
8-10: Energy Diffuser  
11-12: Bio-Thruster  
13: Self-Repair  
14-15: Light Slicer Beam  
16: Sensors  
17: Reactor  
18: Phasing Drive  
19-20: Roll Again  
(Another 19-20: Pilot)

## SPECIAL NOTES

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
- Self-Repair
- Energy Diffuser
- Light Slicer Beam