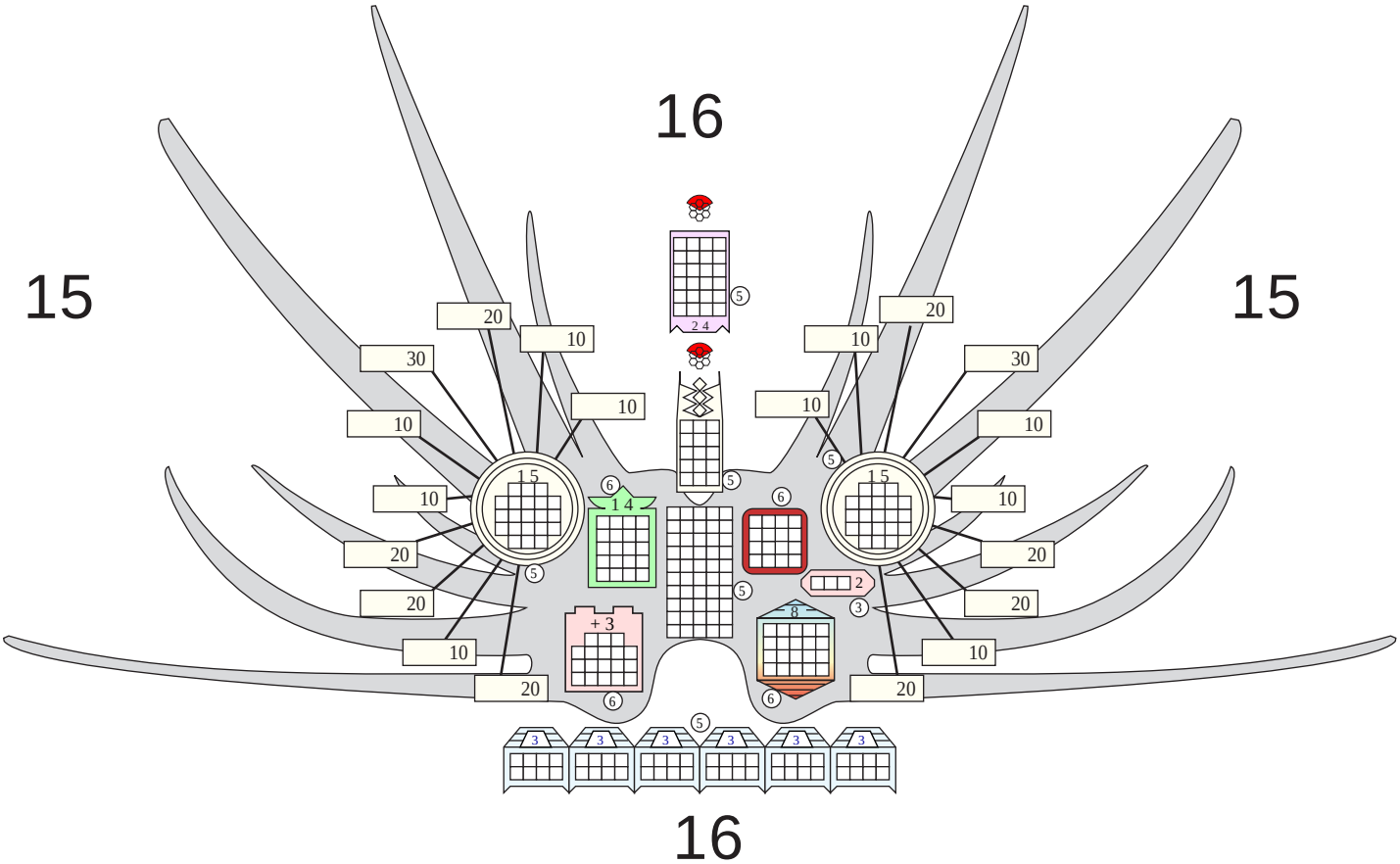
Shadow Carrier

3



Specs	
Class	Cap
Point value	3000
Deployment	Limited
In service	Ancient

Hangar	
Launch:	24/turn
Fighters	24
Shuttles	0

Specials

Atmospheric
Bio drive
Adv. armour
Adv. sensors

Speed (accn)	(3)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Turn cost	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Turn delay	1/3	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5
No. of turns		1++	2++	3++	3+4	3+1	3	2+4	2+2	2	1+8	1+7	1+6	1+5	1+4	1+3

Weapon	Type	Int	RoF	Mode	Range	Fire Ctrl	Damage
Molecular slicer beam	Molecular	n/a	1	R(15)	-1/3 hexes	+8/+6/+4	8 d10+12
			2				12 d10+24
			3				16 d10+36

Ignore armour. Divide into multiple attacks, -1 per additional attack

Stats	
Free Bio Thrust	18
Engine Effic.	n/a
Pivot	2
Roll	2
Ramming	90

PRIMARY HITS

1-6	:	Structure
7-9	:	Energy diffuser
10-11	:	Bio thruster
12	:	Self repair
13	:	Slicer beam
14-15	:	Hangar
16	:	Sensors
17	:	Reactor
18	:	Phasing drive
19-20	:	Roll again (19-20=pilot)

System	Power	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
INITIATIVE	+ 2														
1. Molecular slicer beam	12														
Extra power available	+3														
EW bought															
EW total	14														
Defensive EW															
CCEW															
Target 1 _____															
Target 2 _____															
Target 3 _____															
Target 4 _____															
Speed															
Pivot (change / final)															
Slide															
Half Phase															

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