



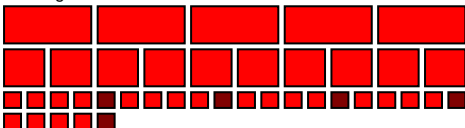
The Shadows

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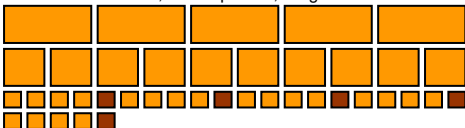
Shadow Cloud

Shadow Cloud

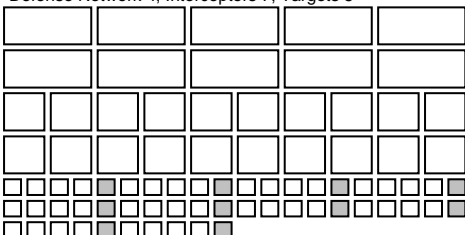
Damage: 1000 / 500 / 250



Defense Network 2, Interceptors 3, Targets 4



Defense Network 4, Interceptors 7, Targets 5



Weapon	Arc	Range	AD	Special
Thermonuclear Missiles	T	30	8	Precise, SAP, TD
Molecular Slicer Beam	T	24	4	B, Precise, SAP, TD

Turns: -- Hull: 5
 Speed: -- Troops: --
 Special: Carrier 4, Defense Network 8, Immobile*, Interceptors 14, Space Station, Targets 6

Craft: 16 Shadow Fighter Flights

Shadow Damage Table			Notes:
D6 roll	Type	Effects	
1	Solid	1 Damage	
2	Solid	2 Damage	
3	Solid	3 Damage	
4	Solid	4 Damage	
5	Solid	5 Damage	
6	Solid	6 Damage	
7	Critical	D6+6 Damage	

Crew Quality:
Name:



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Shadow Defense Satellite

Shadow Defense Satellite

Weapon	Arc	Range	AD	Special
Molecular Slicer Beam	T	12	1	B, Precise, SAP, TD

Turns: -- Hull: 5
 Speed: -- Troops: --
 Special: Immobile, Interceptors 2

Craft: None

Shadow Damage Table			Notes:
D6 roll	Type	Effects	
1	Solid	1 Damage	
2	Solid	2 Damage	
3	Solid	3 Damage	
4	Solid	4 Damage	
5	Solid	5 Damage	
6	Solid	6 Damage	
7	Critical	D6+6 Damage	

Name: Crew Quality:



Crew: Unmanned



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Shadow Defense Satellite

Shadow Defense Satellite

Weapon	Arc	Range	AD	Special
Molecular Slicer Beam	T	12	1	B, Precise, SAP, TD

Turns: -- Hull: 5
 Speed: -- Troops: --
 Special: Immobile, Interceptors 2

Craft: None

Shadow Damage Table			Notes:
D6 roll	Type	Effects	
1	Solid	1 Damage	
2	Solid	2 Damage	
3	Solid	3 Damage	
4	Solid	4 Damage	
5	Solid	5 Damage	
6	Solid	6 Damage	
7	Critical	D6+6 Damage	

Name: Crew Quality:



Crew: Unmanned



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Shadow Defense Satellite

Shadow Defense Satellite

Weapon	Arc	Range	AD	Special
Molecular Slicer Beam	T	12	1	B, Precise, SAP, TD

Turns: -- Hull: 5
 Speed: -- Troops: --
 Special: Immobile, Interceptors 2

Craft: None

Shadow Damage Table			Notes:
D6 roll	Type	Effects	
1	Solid	1 Damage	
2	Solid	2 Damage	
3	Solid	3 Damage	
4	Solid	4 Damage	
5	Solid	5 Damage	
6	Solid	6 Damage	
7	Critical	D6+6 Damage	

Name: Crew Quality:



Crew: Unmanned