

## Shadow Vessel

Craft: Shadow Vessel

Type: Organic cruiser

Scale: Capital

Length: 165 meters

Skill: Capital ship piloting: Shadow Vessel

Crew: 1 (telepaths only)

Crew Skill: Astrogation 6D, capital ship piloting 6D, capital ship gunnery

6D+2, sensors 5D

Passengers: 36 (pilots)

Cargo Capacity: 20 metric tons

Consumables: Infinite

Hyperdrive Multiplier: x1\*

Nav Computer: Yes

Manuverability: 4D

Space: 10

Hull: 8D

\* Shadow Vessels cannot make a hyperspace jump if 'wounded' (in SW:RPG terms, Shadow Vessels cannot jump if it is damaged)

### Sensors:

Passive: 150/3D

Scan: 250/3D+2

Search: 350/5D

Focus: 50/6D

### Weapons:

#### Cutting Beam

Fire Arc: Turret (front, left, and right fire arcs only)

Skill: Capital ship gunnery

Scale: Death Star

Fire Control: 5D

Space Range: 3-20/50/100

Atmosphere Range: 6-40/100/200 km

Damage: 2D

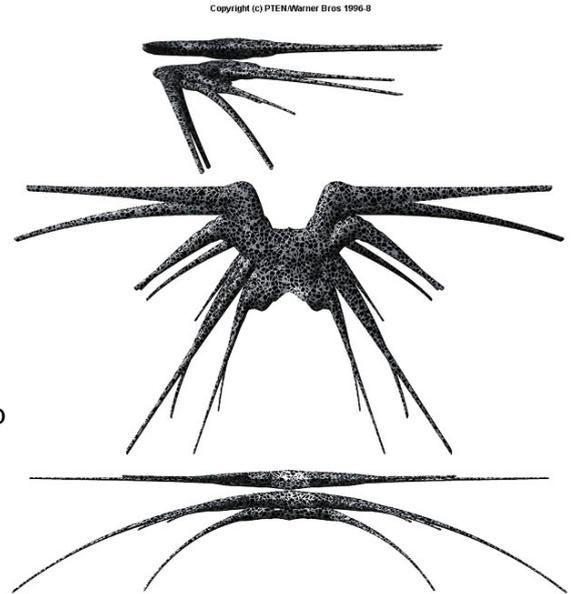
#### Jump Gate Destabilizer

Fire Arc: All

Skill: Capital ship gunnery

Space Range: 3-15/36/75

Damage: Causes collapse of jumpgates through use of artificial



gravity fields (same as gravity well projectors)

Starfighter Complement: 1 squadron (Shadow Starfighters)

Shadow ships are actually, more or less, organisms designed by the Shadows for space travel and combat. They appear to be wickedly evil spiders in form, with several "leg" extensions jutting from either side (this is probably more for effect and most likely serve no real purpose).

They are crewed by a single telepathic being (usually captured and/or cloned by the Shadows) that, in a sense, becomes one with the vessel itself. The ships acquire targets, scan, plot jumps, etc all through extended psychic abilities that the ship grants the pilot. If the pilot is injured or killed somehow, the ship also dies, collapsing in on itself and actually rotting away. Once a pilot is joined with a ship, he/she/it cannot be removed or both the pilot and the ship will die.

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text by Ryan Matheny, HTML and logos done by FreddyB

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