

Shadow "Battle Crab" Class Attack Cruiser

The Shadow "Battle-Crab" type Attack cruiser also known as the spider is the standard issue warship of the Shadows. These powerful biological vessels, measure almost 2 kilometres (6000ft) in size. The Battle-Crab is a biological vessel grown by means unknown to any except the Shadows and similar other ancient species. It is piloted by a single enslaved psionically capable Telepath who is entrapped in the ship. Literally plugged into the vessel via means of Shadow Implants which totally dominate



the host and keep them under Shadow control, the benefit of this is that it reduces the total crew needed by these vessels to one, the telepath. However this does leave the vessel susceptible to psionic attack from other Telepaths who providing they can get close enough, can engage the pilot in psionic combat providing they win they can daze or stun the vessel allowing for sufficient time to launch attacks against the Spider ship without it defending itself or retaliating. The Shadow Battle Crab is armed with an extremely devastating weapon which fires a continuous beam capable of ignoring shields and almost literally carving a ship up into pieces, the most terrifying aspect of the Shadow Disrupter is the fact that it is capable of disrupting molecules, in effect blasting through armour with as much ease as it ignores shields (In effect it ignores vehicle hardness). The vessel is also capable of firing tractor beams, which it uses to slow and immobilise smaller vessels in order to make them easier to hit. The Battle-Crab is also mounted with a rear firing Overloaded Quantum Mine Deployer for dissuading pursuers or for seeding amongst large numbers of enemy ships. However, perhaps the most terrifying weapon the Battle-Crab has is the ability to prevent any form of Transit from occurring be it magical or mundane while it is in the area, preventing enemy vessels from escaping an encounter. It is for this reason that so few reports of the Shadow battle-Crabs and their capabilities have ever returned to civilised space. The Shadow Battle-Crab vessels are unaffected by gravitational shifts thanks to their Gravitic disturbance nullifiers and are capable of engaging a special phasing cloak which allows the vessel not only to become for all intents and purposes invisible, but make it impossible to hit as it exists somewhere between the Prime Material plane and the Ethereal plane. However the vessels cannot engage their Gravitic disturbance Nullifiers while using the Trans Phasic cloak. As a biological vessel, Shadow Battle-Crabs are capable of healing themselves naturally at a rate of 90 hull points per day. Shadow Battle-Crabs also have a Hangar capacity for 40 interceptor size vessels.

Leviathan Size Class 9 hp 2000 Top Spd 20 Acc 5 Dec 5 Hand -5 Sensor +10 Stealth 30					
AC 30 (-256 size, +0 Dex, +80 natural, +156 armour, +50 shields) SQ vehicle Hardness 100					
Fuel NA/Spec Total EP's Produced = 72,000, Total EP's Used = 22,595					
Stations Crew 1 (Psionic user), Passengers 1000 (usually troops)					
Cargo 4000 tons Shuttle Capacity: 0 Fighter Capacity: 40 Point Defence Rating: 0					
Cost 1,525,765,000 credits					
Weapon: 1 Shadow Disrupter Cannon Fire Arc: turret Attack Bonus: +12 (Adv targeting comp)					
Damage: 140 Spec Range: 200 Modifications: HVY, VCS, SP, CNT, SMT, NRD (19-20/x4 crit)					
Weapon: 2 Tractor Beam Projectors Fire Arc: turret Attack Bonus: +10 (Adv targeting comp)					
Damage: Special Range: 5 Modifications: None					
Weapon: 1 Mine Deployer (40 capacity) Fire Arc: rear Damage: (Quantum) 20d10					
Modifications: OVR					



SHIP TYPE: Shadow Attack Cruiser

MODEL: Battle Crab

CATEGORY	ITEM	QTY#	Cost (cr)	Energy
Frame:-	Leviathan	1	860 Mcr	N/A
Material:-	Biological	1	18 Mcr	N/A
Powerplant #1	Biological Interphased (72,000EP)	1	72 Mcr	N/A
(Dreadnought+ Only) #2		-	-	N/A
(Leviathan+ Only) #3		-	-	N/A
(Space Station Only) #4		-	-	N/A
Main Engine:-	Biological Type 8	1	102 Mcr	720
Extra Hull Pt's:-		+1000	20 Mcr	N/A
	Adds to AC Armor bonus	+156	280,800,000 cr	N/A
Added Stealth:-		+30	3 Mcr	N/A
Transit Drive:	Shadow Step	1	1 Mcr	180
Thrusters:-	Null G Manoeuvring Glands	1	9 Mcr	N/A
Controls:-	Command and Control	-	0 11101	
	Helm Control	1	Psionic Control	
	Engineering Control	1	System	
	Sensor Control	1	2 Mcr	50
	Weapon Control	1		50
Controls Workstations:-	Weapon Control	1		NI/A
	Riological Omni acona	1	18 Mcr	N/A
Sensor Array:-	Biological Omni scope			300
Shield System:-	Biological Absorption Mk2	1	36 Mcr	900
	Adds Tons Capacity	+4000	40 Mcr	N/A
Spinal Mount Weapon:-	-	-	-	-
Battery Mounts:-	Heavy/No range Diss/Continuous			
	/Smart/Shield Piercing Disrupter			
	Cannon (Adv Targeting Comp)	1	1,065,000 cr	1020
	Tractor Beams (Adv Target comp)	2	50,000 cr	10
	Battery Mounts:-	2	50,000 cr	-
Fixed Mount Weapons:-	Overloaded Quantum Mine			
	Deployer (40)	1	470,000 cr	40
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Other Weapon Mounts:-	Caster Nullifier	1	5 Mcr	2500
	Transit Inhibitor	1	5 Mcr	2500
Basic Ship Components:-:	Escape Pods:-	none	-	Spec
	Environmental controls:-	1	900,000 cr	90
	Life Support Systems:-	101	2,020,000 cr	1010
	State Rooms:-	10	250,000 cr	50
	Crew Cabins:-		-	
	Passenger Cabins:-	496	4,960,000 cr	2480
	Recreation Rooms:-	490 50	1 Mcr	500
	Workshops:-	20	2 Mcr	
				500
	Hydroponics:-	20	2 Mcr	500
	MW Laboratory's:-	4	800,000 cr	100
	MW Medical Bays:-	20	4 Mcr	500
	Shuttle Hangars:-	-	-	-
	Fighter Hangars:-	40	12 Mcr	2000
	Holding Cells:-	100	3 Mcr	2000
	Astrogation Rooms:-	-	-	-
Miscellaneous:-	Atmospheric Capability	1	18 Mcr	N/A
	Landing Gear	1	900,000 cr	45
	Trans Phasic Device	1	Special	4500
	Gravitic Disturbance Nullifier	1	500,000 cr	100
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