

Shadows - Armageddon		Name / Crew Quality	
Shadow Cloud		Troops	
Service date	Until 2261	Hull Damage	
Hull Craft	5 Shadow Fighter Flight (16)	1000 / 500 / 250	
Special	Carrier 4 Defence Network 8 Immobile* Interceptors 14 Space Station Targets 6		
WEAPON NAME	RANGE	AD	SPECIAL
Molecular Slicer Beam	24	4	B/P/SAP/TD
Thermonuclear Missiles	30	8	P/SAP/TD
<p>* In most scenarios, the Shadow Cloud will be at rest, immovable as the work of the Shadows nears completion. When attacking in Planetary Assault scenarios, the Shadow Cloud will automatically move 6" towards the target planet in every End Phase.</p>			
CRITICAL HITS			
1-2	ENGINE CRITICALS	Dam.	Crew
1-2	POWER RELAYS DESTROYED	+0	+0
3-4	THRUSTERS DAMAGED	+1	+0
5	FUEL SYSTEM RUPTURED	+2	+1
6	ENGINES DISABLED	+3	+1
3	REACTOR CRITICALS	Dam.	Crew
1-3	CAPACITORS DAMAGED	+0	+1
4-5	REACTOR GAS LEAK	+0	+3
6	REACTOR EXPLOSION	+3	+4
4	WEAPON CRITICALS	Dam.	Crew
1-3	TARGETING SYSTEM DAMAGED	+0	+1
4	POWER FLUCTUATIONS	+0	+0
5	WEAPONS OFFLINE	+2	+2
6	CATASTROPHIC AMMO EXPLOSION	+3	+4
5	CREW CRITICALS	Dam.	Crew
1-2	FIRE	+0	+2
3-4	MULTIPLE FIRES	+0	+3
5	LOCALIZED DECOMPRESSION	+1	+3
6	HULL BREACH	+2	+4
6	VITAL SYSTEMS CRITICALS	Dam.	Crew
1	BRIDGE HIT	+0	+1
2	ENGINEERING	+4	+3
3	WEAPONS CONTROL	+4	+4
4	SECONDARY EXPLOSIONS	+106	+106
5	REACTOR IMPLOSION	+206	+406
6	CATASTROPHIC EXPLOSION	406	+206
VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL			