



Shivan Lith Class Cruiser



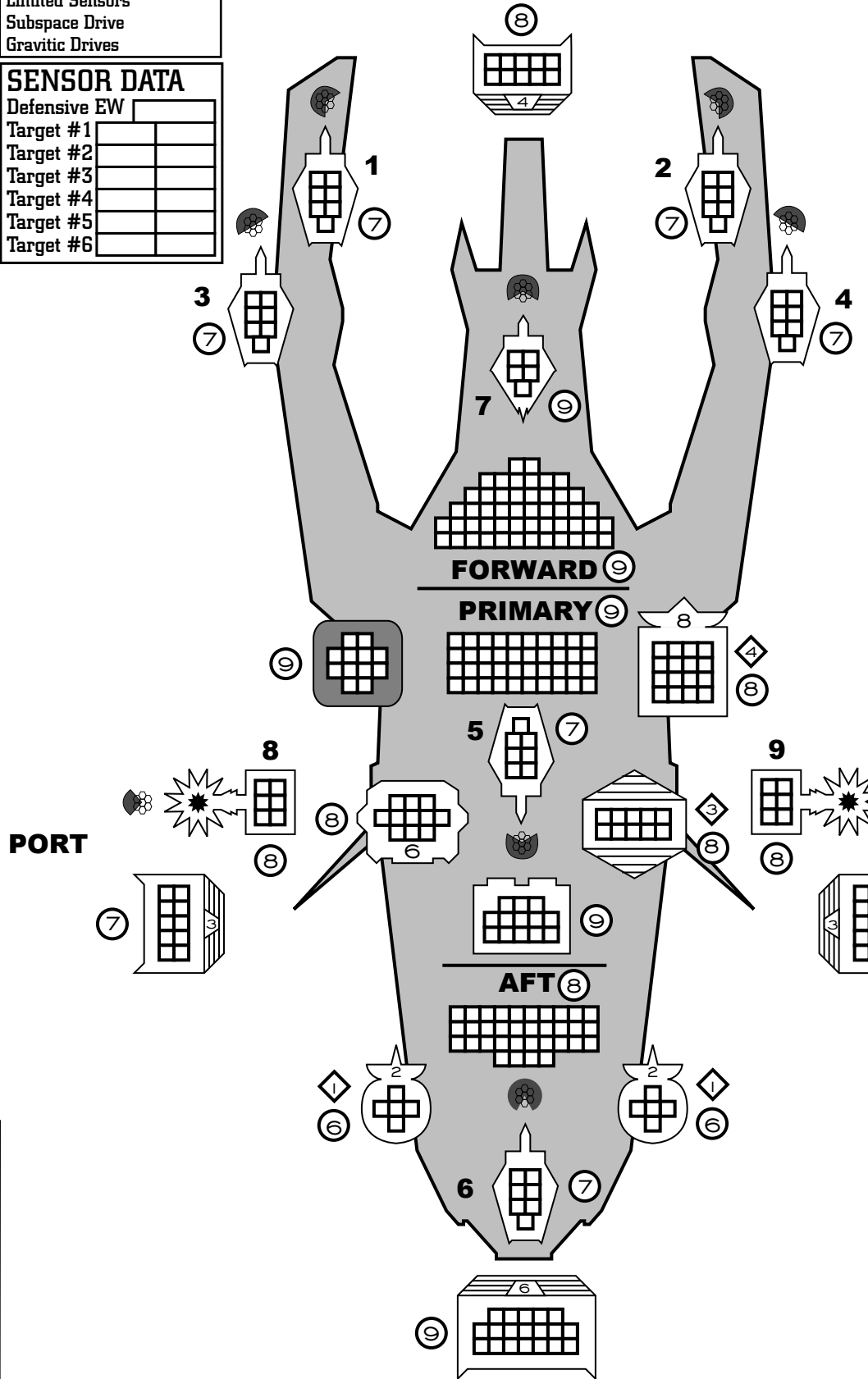
SPECS	MANEUVERING	COMBAT STATS
Class: HCV	Turn Cost: 3/4 Speed	Fwd/Aft Defense: 13
In Service: Unknown	Turn Delay: 6/5 Speed	Stb/Port Defense: 13
Point Value: 575	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 10 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 3 4 5 6 6 7 8 8 9 9	
Turn Delay	2 3 4 5 6 8 9 10 11 12 14 15	

WEAPON DATA	
Laser Defence Turret	Class: Laser
	Mode: Standard
	Range Penalty: -3 per 2 hexes
	Intercept Rating: -2
<i>Dispersed Mode:</i>	
	Damage: 10
	Fire Control: +4/+4/+4
	Rate of Fire: 2 per turn
<i>Concentrated Mode:</i>	
	Damage: 13
	Fire Control: +4/+3/+1
	Rate of Fire: 1 per turn
Heavy Laser Turret	Class: Laser
	Mode: Standard
	Damage: 1d6+3
	Range Penalty: -2 per hex
	Fire Control: +3/+3/+4
	Intercept Rating: -2
	(vs Slow Ballistic Only)
	Rate of Fire: 1 per turn
Shivan Cluster Bomb	Class: Proximity (Ballistic)
	Modes: Standard
	Damage: 10 (+6d6)
	Min targets: one at range 0-1
	two at range 2-3
	four at range 4-6
	Range Penalty: n/a
	Max Range: 5 hexes
	Fire Control: -/-/+3
	Intercept Rating: n/a
	Rate of Fire: 1 per turn
	<i>Special: Scores 10 damage to all units in impact hex plus an additional 6d6 damage which must be split up (before roll to hit and damage) according to the range if possible. May also be fired after ship's movement, it then detonates in fighter vs fighter combat phase.</i>
CCEW Pod	Provides displayed amount of bonus CCEW each turn (no other EW types can be used). These pods cannot be improved, nor can their sensor values be increased. Cannot combine with any other EW or sensor pods.

FORWARD HITS
1-4: Retro Thrust
5: Heavy Laser Turret
6-9: Las Defence Turret
10-18: Forward Structure
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: CCEW Pod
9-10: Las Defence Turret
11-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Structure
9-11: Port/Stb Thrust
12-13: Cluster Bomb
14: Las Defence Turret
15: Jump Drive
16-17: Sensors
18: Engine
19: Reactor
20: C&C

SPECIAL NOTES
Limited Sensors
Subspace Drive
Gravitic Drives

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Jump Engine
	CCEW Pod