



Shivan Lucifer Class Super Destroyer



SPECS Class: Capital Ship In Service: Unknown Point Value: 5000 Ram Factor: 2040 Jump Delay: 12 Turns	MANEUVERING Turn Cost: 4x Speed Turn Delay: 2x Speed Accel/Decel Cost: 12 Thrust Pivot Cost: 8+8 Thrust Roll Cost: 6+6 Thrust	COMBAT STATS Fwd/Aft Defense: 19 Stb/Port Defense: 21 Engine Efficiency: 6/1 Extra Power: 0 Initiative Bonus: +1
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	4 6 12 16 20 24 28 32 36 40 44 48	
Turn Delay	2 4 6 8 10 12 14 16 18 20 22 24	

WEAPON DATA

Flux Cannon
Class: Molecular
Mode: Flash
Damage: 100
Range Penalty: -1 per 4 hexes
Fire Control: +5/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores Shields. Not interceptable. May be targeted with called shots by fighters at half normal penalty.

FORWARD HITS

1-3: Retro Thrust
4: Reactor#1
5: CCEW Pod
6-8: Flux Cannon
9: Las Defence Turret
10: Cluster Bomb
11: Fighter Killer Bank
12: Sheath Shielding
13-18: Forward Structure
19-20: PRIMARY Hit

SPECIAL NOTES

Limited Sensors
Subspace Drive
Gravitic Drives
Unique Ship

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGARS
150 Fighters and Bombers
18 Azrael Transports

Laser Defence Turret
Class: Laser
Mode: Standard
Range Penalty: -3 per 2 hexes
Intercept Rating: -2

Dispersed Mode:
Damage: 10
Fire Control: +4/+4/+4
Rate of Fire: 2 per turn

Concentrated Mode:
Damage: 13
Fire Control: +4/+3/+1
Rate of Fire: 1 per turn

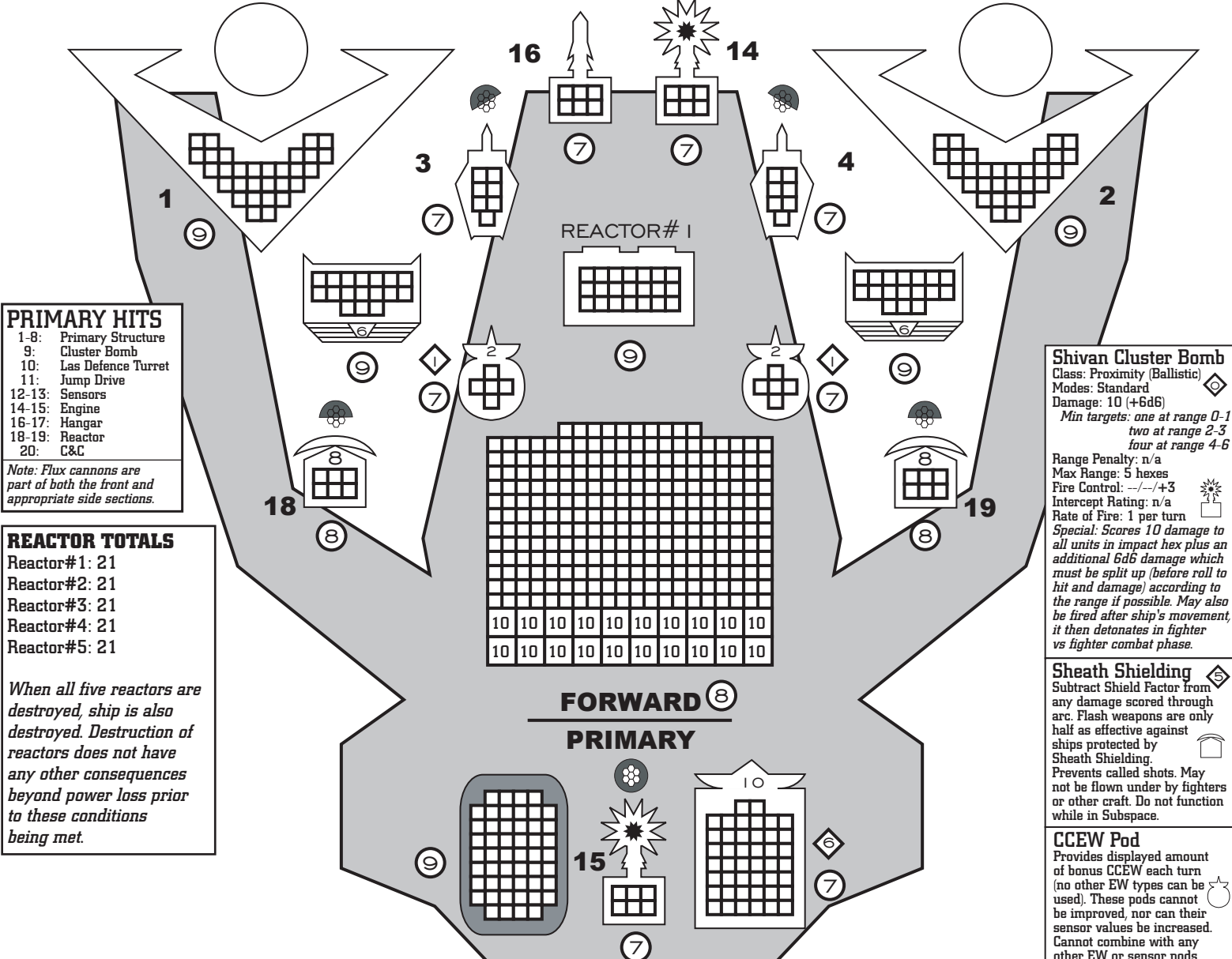
SIDE HITS

1-5: Port/Stbd Thrust
6-8: Flux Cannon
9: Las Defence Turret
10-11: Sheath Shielding
12-18: Aft Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7: Reactor#5
8: CCEW Pod
9: Las Defence Turret
10: Fighter Killer Bank
11: Sheath Shielding
12-18: Aft Structure
19-20: PRIMARY Hit

Fighter Killer Bank
Class: Ballistic
Mode: Standard
Damage: 10
Launch Range: 10
Range Penalty: n/a
Fire Control: +0/+0/+4
Intercept Rating: N/A
Rate of Fire: 1 per turn



PRIMARY HITS

1-8: Primary Structure
9: Cluster Bomb
10: Las Defence Turret
11: Jump Drive
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

Note: Flux cannons are part of both the front and appropriate side sections.

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
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.

REACTOR TOTALS

Reactor#1: 21
Reactor#2: 21
Reactor#3: 21
Reactor#4: 21
Reactor#5: 21

When all five reactors are destroyed, ship is also destroyed. Destruction of reactors does not have any other consequences beyond power loss prior to these conditions being met.









Sheath Shielding

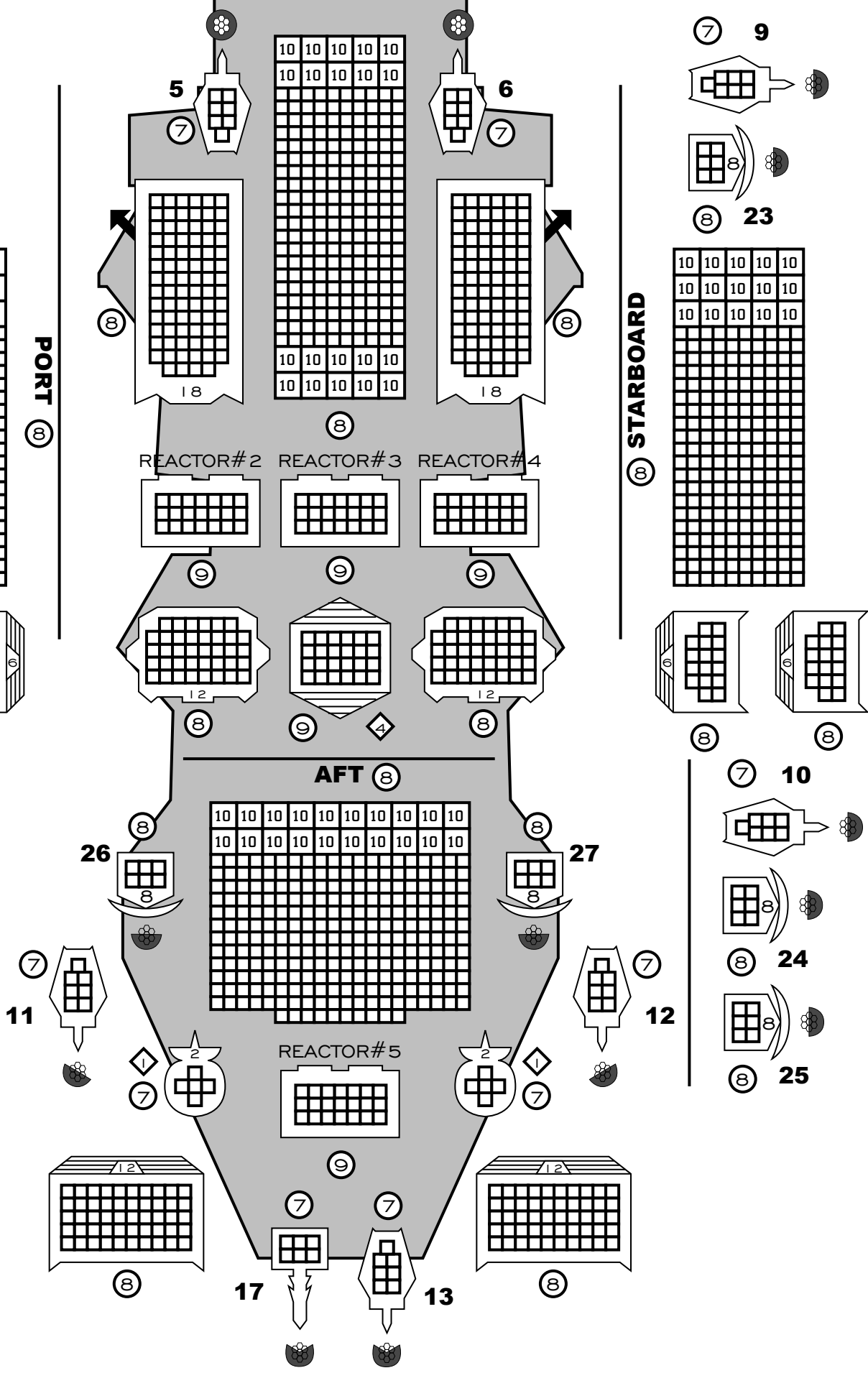
Subtract Shield Factor from any damage scored through arc. Flash weapons are only half as effective against ships protected by Sheath Shielding. Prevents called shots. May not be flown under by fighters or other craft. Do not function while in Subspace.

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.

ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Jump Engine
-  Sheath Shield
-  CCEW Pod



7 (7)

20 (8)

9 (7)

23 (8)

8 (8)

8 (8)

8 (8)

8 (8)

8 (7)

21 (8)

22 (8)

10 (7)

24 (8)

25 (8)

11 (7)

12 (7)

17 (8)

13 (8)