



Shivan Cain Class Cruiser

SPECS

Class: HCV
 In Service: Unknown
 Point Value: 280
 Ramming Factor: 140
 Jump Delay: 10 Turns

MANEUVERING

Turn Cost: 1/2 Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 2+2 Thrust
 Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 13
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Anti-Proton Beam
 Class: Laser
 Mode: Raking (12)
 Damage: 2d10+17
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
Special: Ignores Shields

Cerberus Cannon
 Class: Laser
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2

Anti-Fighter Mode
 Mode: Standard
 Damage: 1d10+1
 Rate of Fire: 3 per turn

Anti-Ship Mode
 Mode: Raking (7)
 Damage: 3d10+3
 Rate of Fire: 1 per turn
Special: Ignores Shields

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

Light Laser Turret
 Class: Laser
 Mode: Standard
 Damage: 1d6+2
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn

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



FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Anti-Proton Beam
- 6-7: Heavy Laser Turret
- 8-9: Light Laser Turret
- 10-18: Forward Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: CCEW Pod
- 9-10: Cerberus Cannon
- 11-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

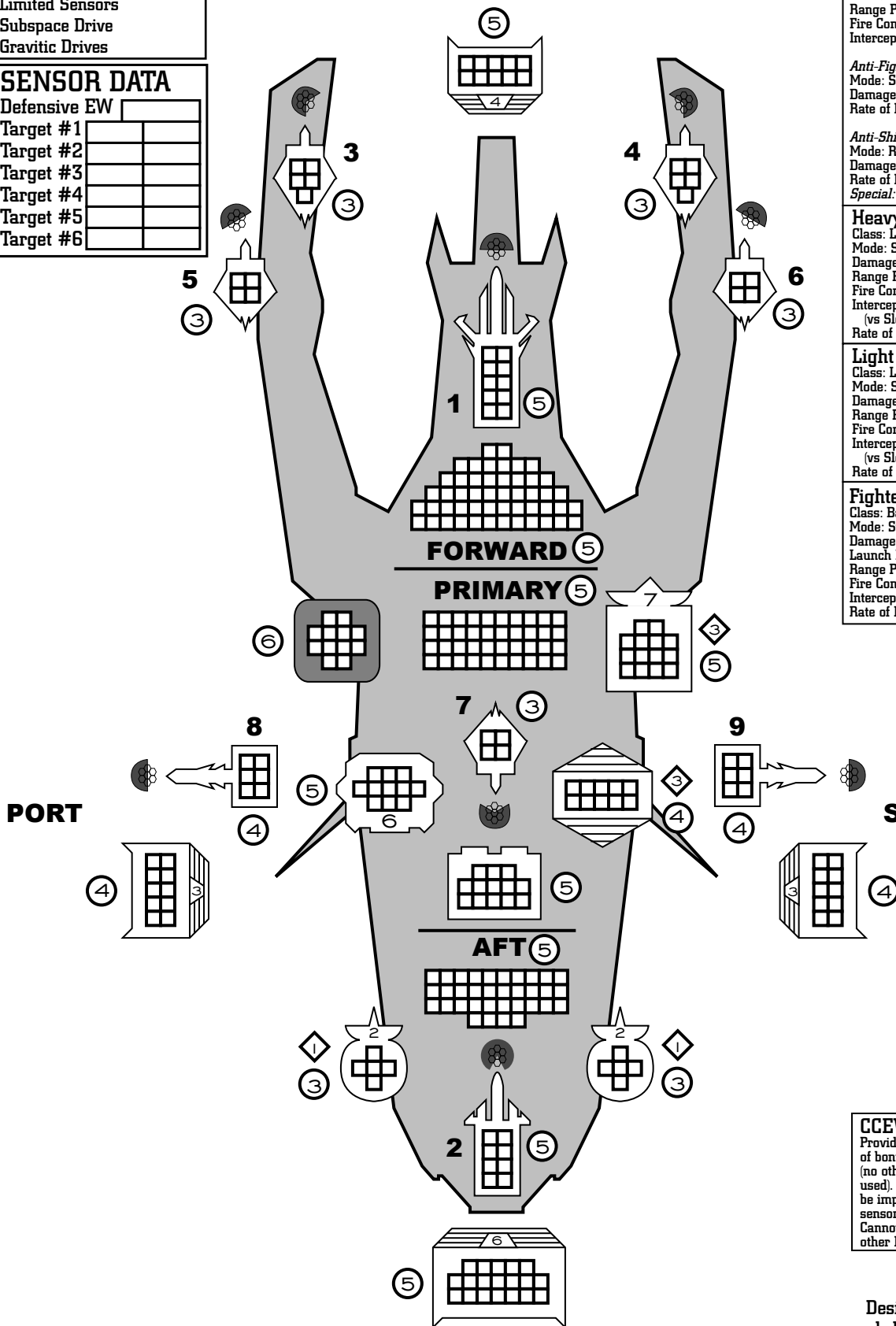
- 1-8: Primary Structure
- 9-11: Port/Stb Thrust
- 12-13: Fighter Killer Bank
- 14: Light Laser Turret
- 15: Jump Drive
- 16-17: Sensors
- 18: Engine
- 19: Reactor
- 20: C&C

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

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.