



# Shivan Lvlth Class Cruiser



SPECS	
Class:	HCV
In Service:	Unknown
Point Value:	920
Ramming Factor:	150
Jump Delay:	10 Turns

MANEUVERING	
Turn Cost:	3/4 Speed
Turn Delay:	6/5 Speed
Accel/Decel Cost:	3 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	2	3	3	4	5	6	6	7	8	9	9
Turn Delay	2	3	4	5	6	8	9	10	11	12	14	15

WEAPON DATA	
Anti-Proton Cannon	
Class:	Laser
Mode:	Sustained (2)
	(12pt Rakes)
Damage:	3d10+30
Range Penalty:	-1 per 3 hexes
Fire Control:	+4/+4/-
Intercept Rating:	n/a
Rate of Fire:	1 per 2 turns
Special:	Ignores Shields. No cooldown period required.

Cerberus Cannon	
Class:	Laser
Range Penalty:	-1 per hex
Fire Control:	+3/+3/+4
Intercept Rating:	-2
Anti-Fighter Mode	
Mode:	Raking (7)
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

Laser Defence Turret	
Class:	Laser
Mode:	Standard
Damage:	10
Range Penalty:	-3 per 2 hexes
Fire Control:	+4/+4/+4
Intercept Rating:	-2
Rate of Fire:	2 per turn
Alternate Mode:	13 damage, +4/+3/+1, RoF 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
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.

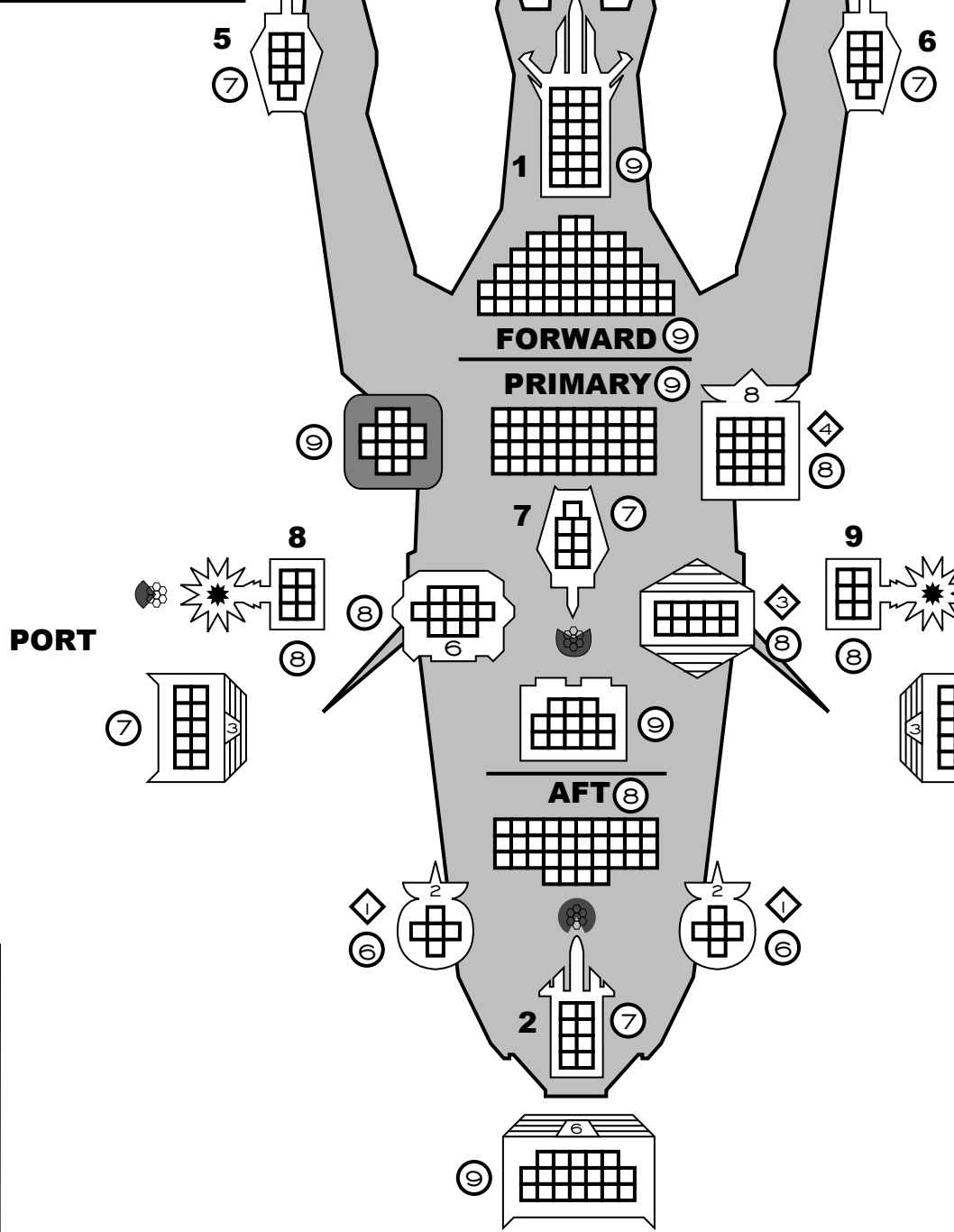
FORWARD HITS	
1-3:	Retro Thrust
4-5:	Anti-Proton Cannon
6-9:	Las Defence Turret
10-18:	Forward Structure
19-20:	PRIMARY Hit

AFT HITS	
1-6:	Main Thrust
7-8:	CCEW Pod
9-10:	Cerberus Cannon
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

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.	