



Shivan Rakshasa Class Cruiser

SPECS
 Class: Capital Ship
 In Service: Unknown
 Point Value: 680
 Ramming Factor: 275
 Jump Delay: 10 Turns

MANEUVERING
 Turn Cost: 1x Speed
 Turn Delay: 6/5 Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS
 Fwd/Aft Defense: 14
 Stb/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	2	3	4	5	6	8	9	10	11	12	14	15

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

FORWARD HITS

- 1-4: Retro Thrust
- 5-9: Anti-Proton Beam
- 10: Las Defence Turret
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5: CCEW Pod
- 6-8: Las Defence Turret
- 9-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Heavy Laser Turret
- 9-10: Las Defence Turret
- 11-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-10: Primary Structure
- 11: Las Defence Turret
- 12: Cerberus Cannon
- 13-14: Jump Drive
- 15-16: Sensors
- 17: Engine
- 18-19: Reactor
- 20: C&C

SPECIAL NOTES

Limited Sensors
 Subspace Drive
 Gravitic Drives

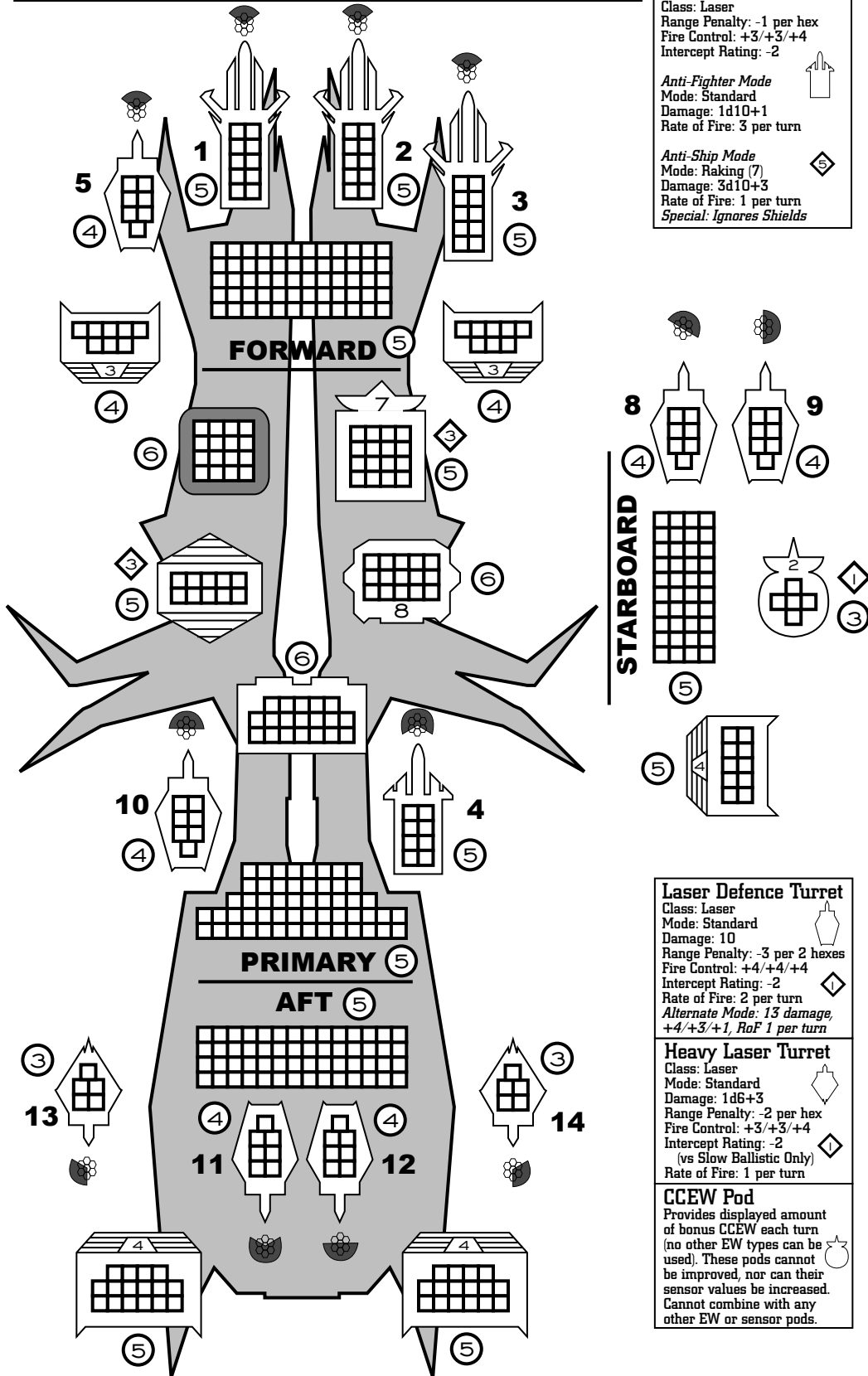
SENSOR DATA

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



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

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

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.