



Shivan Rakshasa Class Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship In Service: Unknown Point Value: 680 Ramming Factor: 275 Jump Delay: 10 Turns	Turn Cost: 1x Speed Turn Delay: 6/5 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	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 <i>Special: Ignores Shields</i>
Cerberus Cannon Class: Laser Range Penalty: -1 per hex Fire Control: +3/+3/+4 Intercept Rating: -2 <i>Anti-Fighter Mode</i> Mode: Standard Damage: 1d10+1 Rate of Fire: 3 per turn
<i>Anti-Ship Mode</i> Mode: Raking (7) Damage: 3d10+3 Rate of Fire: 1 per turn <i>Special: Ignores Shields</i>

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

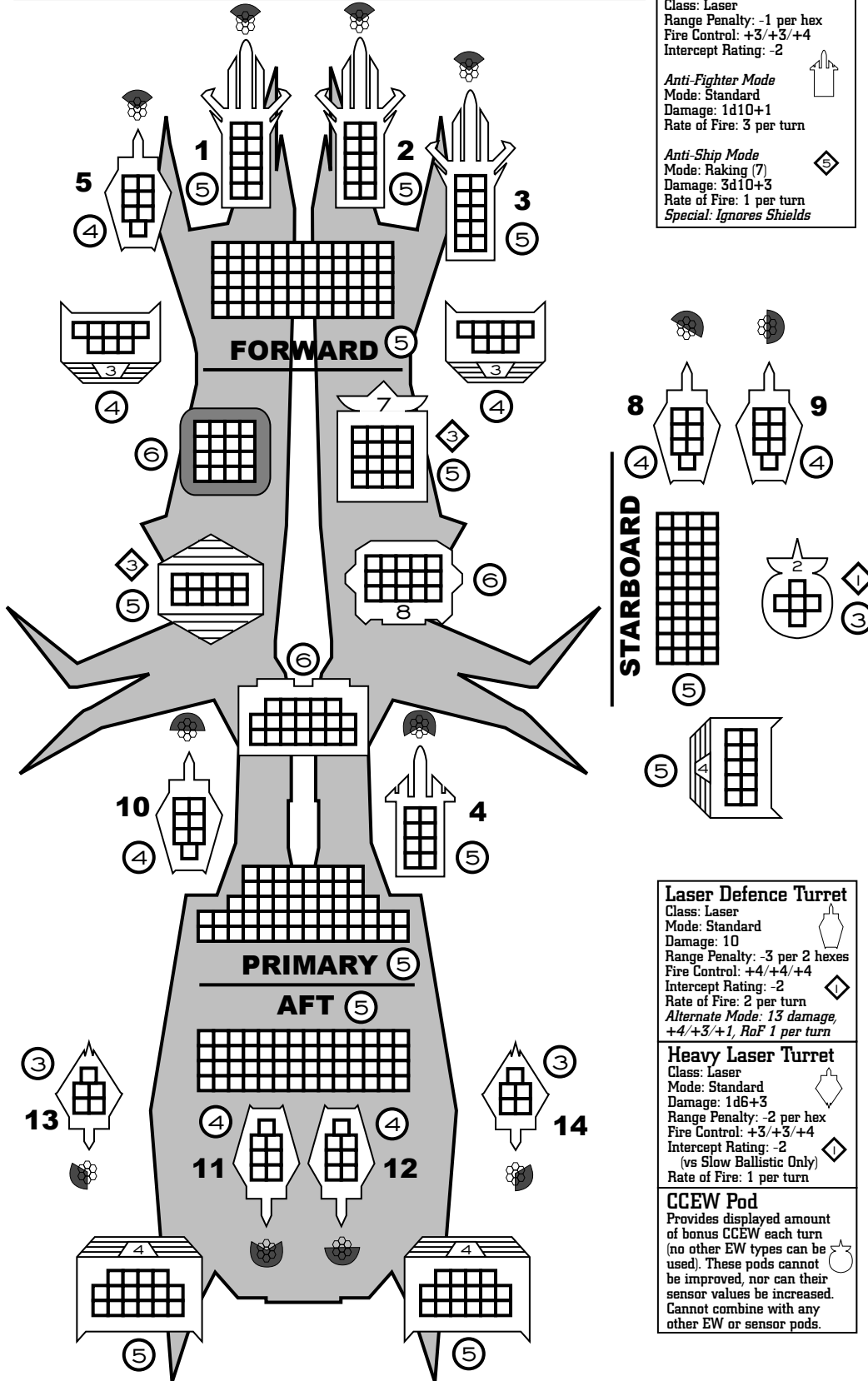
- Limited Sensors
- Subspace Drive
- Gravitic Drives

SENSOR DATA

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

ICON RECOGNITION

- Thrustor
- 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 <i>Alternate Mode: 13 damage, +4/+3/+1, RoF 1 per turn</i>
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.