



Shivan Demon Class Destroyer



SPECS		MANEUVERING		COMBAT STATS								
Class: Capital Ship		Turn Cost: 5/2 Speed		Fwd/Aft Defense: 17								
In Service: Unknown		Turn Delay: 2x Speed		Stb/Port Defense: 18								
Point Value: 2160		Accel/Decel Cost: 10 Thrust		Engine Efficiency: 6/1								
Ramming Factor: 955		Pivot Cost: 6+6 Thrust		Extra Power: 0								
Jump Delay: 12 Turns		Roll Cost: 5+5 Thrust		Initiative Bonus: +0								
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	3	5	8	10	13	15	18	20	23	25	28	30
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24

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.

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

Flak Turret
 Class: Particle
 Mode: Pulse (Raking vs Ships)
 Damage: 1d6
 Maximum Pulses: 5
 Pulse Grouping: +1 per 1
 Range Penalty: -1 per hex
 Fire Control: +0/+0/+3
 Intercept Rating: -3 vs Ballistic
 Rate of Fire: 1 per turn
Special: Does not breach fighter shields.

Laser Assault Turret
 Class: Laser
 Mode: Standard
 Damage: 15
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -1
 Rate of Fire: 1 per turn

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

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

SPECIAL NOTES

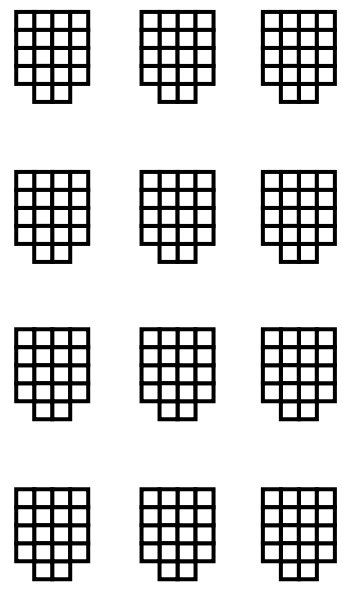
Limited Sensors
 Subspace Drive
 Gravitic Drives

HANGARS

120 Fighters and Bombers
 12 Azrael Transports

AZRAEL TRANSPORTS

See SCS for statistics



Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	
Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	
Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	
Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	
Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	

ICON RECOGNITION

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

FORWARD HITS

- 1-4: Retro Thrust
- 5-8: Anti-Proton Cannon
- 9: Flak Turret
- 10: Las Defence Turret
- 11: Fighter Killer Bank
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-3: Port/Sbd Thrust
- 4: CCEW Pod
- 5-6: Cerberus Cannon
- 7: Flak Turret
- 8-9: Las Defence Turret
- 10-11: Fighter Killer Bank
- 12-18: Side Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7: CCEW Pod
- 8: Laser Assault Turret
- 9-12: Las Defence Turret
- 13-18: Aft Structure
- 19-20: PRIMARY HIT

SENSOR DATA

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

PRIMARY HITS

- 1-8: Primary Structure
- 9: Laser Assault Turret
- 10: Flak Turret
- 11: Anti-Proton Beam
- 12: Jump Drive
- 13: Sensors
- 14-16: Hangar
- 17-18: Engine
- 19: Reactor
- 20: C&C

