



# Shivan Ravana Class Destroyer



<b>SPECS</b>		<b>MANEUVERING</b>		<b>COMBAT STATS</b>								
Class: Capital Ship		Turn Cost: 2x Speed		Fwd/Aft Defense: 16								
In Service: Unknown		Turn Delay: 2x Speed		Stb/Port Defense: 18								
Point Value: 2400		Accel/Decel Cost: 8 Thrust		Engine Efficiency: 5/1								
Ramming Factor: 770		Pivot Cost: 5+5 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	2	4	6	8	10	12	14	16	18	20	22	24
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 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

**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 at fighter vs fighter combat phase.*

## SPECIAL NOTES

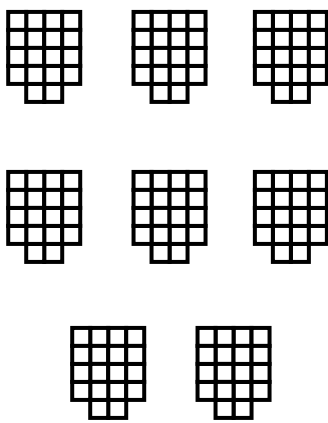
Limited Sensors  
 Subspace Drive  
 Gravitic Drives

## HANGARS

152 Fighters and Bombers  
 8 Azrael Transports

## AZRAEL TRANSPORTS

See SCS for statistics



## ICON RECOGNITION

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

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

**FORWARD HITS**

- 1-3: Retro Thrust
- 4-7: Anti-Proton Cannon
- 8-10: Las Defence Turret
- 11: Cluster Bomb
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

**SIDE HITS**

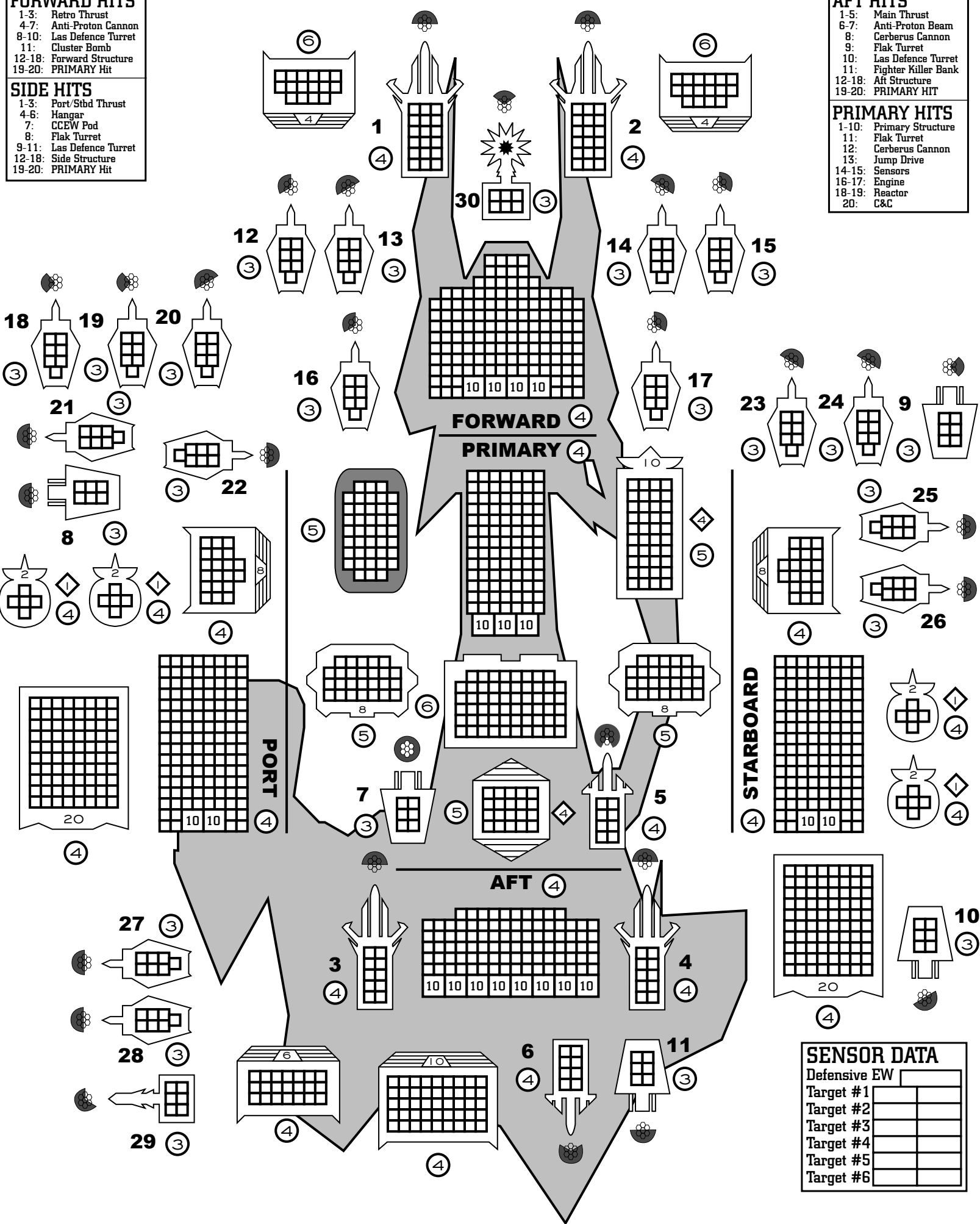
- 1-3: Port/Sitbd Thrust
- 4-6: Hangar
- 7: CCEW Pod
- 8: Flak Turret
- 9-11: Las Defence Turret
- 12-18: Side Structure
- 19-20: PRIMARY Hit

**AFT HITS**

- 1-5: Main Thrust
- 6-7: Anti-Proton Cannon
- 8: Cerberus Cannon
- 9: Flak Turret
- 10: Las Defence Turret
- 11: Fighter Killer Bank
- 12-18: Aft Structure
- 19-20: PRIMARY HIT

**PRIMARY HITS**

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



**SENSOR DATA**

Defensive EW

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