



# Shivan Sathanas Class Juggernaut

|                                                                                                                                |                                                                                                                                                         |                                                                                                                                         |
|--------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| <b>SPECS</b><br>Class: Enormous Ship<br>In Service: Unknown<br>Point Value: 40,000<br>Ram Factor: 6280<br>Jump Delay: 12 Turns | <b>MANEUVERING</b><br>Turn Cost: 5x Speed<br>Turn Delay: 2x Speed<br>Accel/Decel Cost: 25 Thrust<br>Pivot Cost: 15+15 Thrust<br>Roll Cost: 12+12 Thrust | <b>COMBAT STATS</b><br>Fwd/Aft Defense: 24<br>Stb/Port Defense: 30<br>Engine Efficiency: 15/1<br>Extra Power: 0<br>Initiative Bonus: +0 |
|--------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|

### FORWARD HITS

- 1-2: Retro Thrust
- 3-4: Main Thrust
- 5-8: Heavy Flux Cannon
- 9: Cerberus Cannon
- 10-11: Las Defence Turret
- 12: Ranged Flak Turret
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

### SPECIAL NOTES

Gravitic Drives  
Limited Sensors  
Subspace Drive  
Double Thrust required for turn shortening.

### FWD SIDE HITS

- 1-2: Port/Stb Thrust
- 3-4: Main Thrust
- 5: CCEW Pod
- 6-8: Heavy Flux Cannon
- 9-10: Las Defence Turret
- 11: Flak Turret
- 12: Cluster Bomb
- 12-18: Fore Port/Stb Struct
- 19-20: PRIMARY Hit

### SENSOR DATA

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

### AFT SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: CCEW Pod
- 7-8: Las Defence Turret
- 9-10: Flak Turret
- 11: Cluster Bomb
- 12-18: Aft Port/Stb Struct
- 19-20: PRIMARY Hit

### AFT HITS

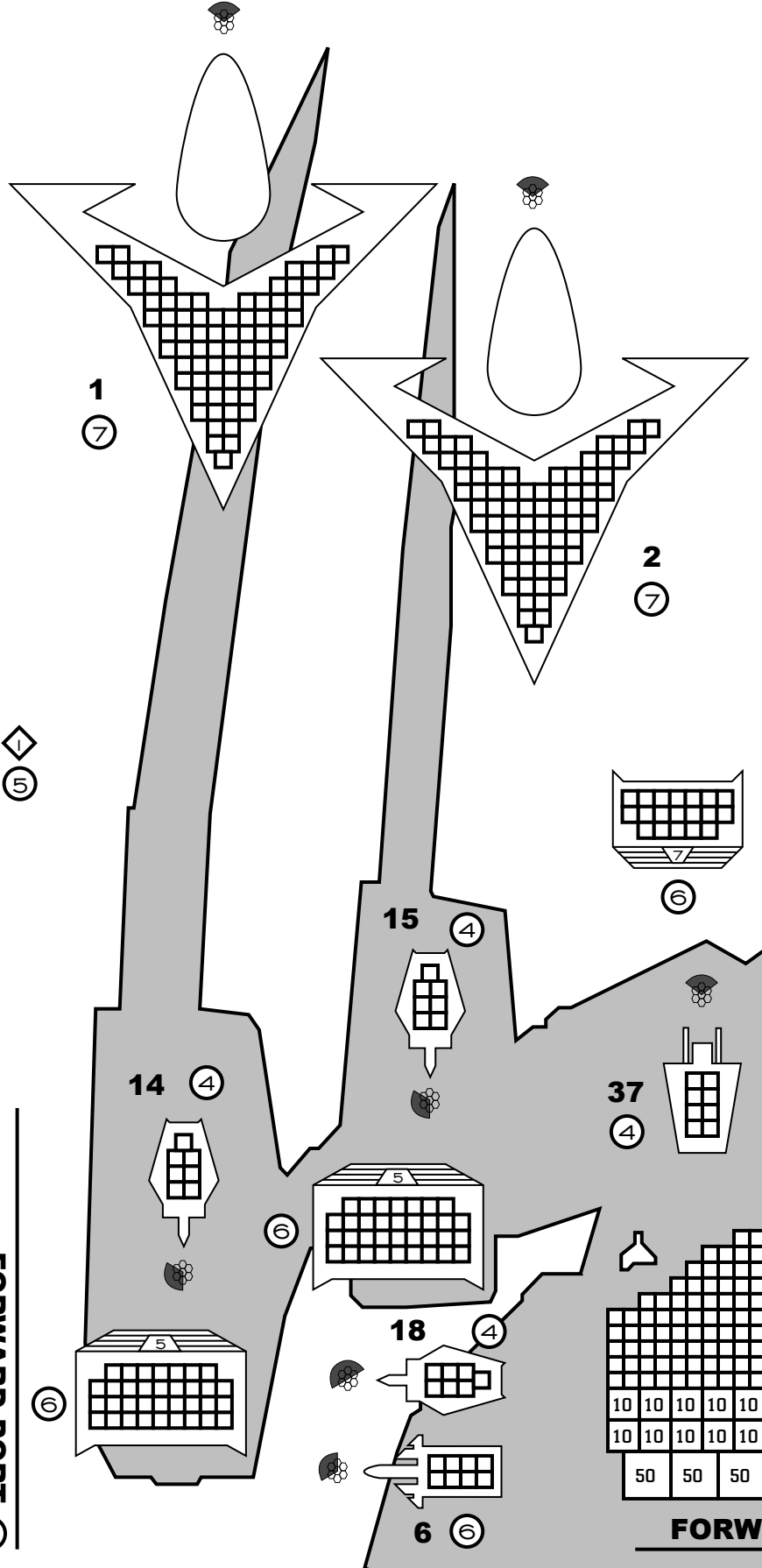
- 1-5: Main Thrust
- 6-7: Jump Drive
- 8: Anti-Proton Cannon
- 9-10: Cerberus Cannon
- 11: Las Defence Turret
- 12: Cluster Bomb
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

### PRIMARY HITS

- 1-8: Primary Structure
- 9-10: Retro Thrust
- 11: Cerberus Cannon
- 12: Sensors
- 13-14: Engine
- 15-16: Hangar
- 17-19: Reactor
- 20: C&C

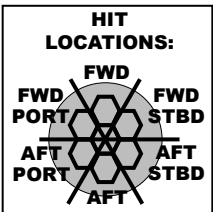
**SPECIAL RULE:** Systems on four main "arms" are attached to both the fore and respective fore/side sections. And are only destroyed via direct damage, or the loss of both structure blocks. This rules applies to the following systems: Flux Cannons, Laser Turrets 14-17 and the main thrusters. All systems are eligible targets when the ship takes fire through on its front section. On the fore/side sections, only systems found on the respective side arms are eligible.

FORWARD PORT ⑤



FORW

|            |   |    |    |    |    |    |    |    |    |    |    |    |
|------------|---|----|----|----|----|----|----|----|----|----|----|----|
| Speed      | 1 | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 |
| Turn Cost  | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| Turn Delay | 2 | 4  | 6  | 8  | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 |



**REACTOR TOTALS**  
 Forward Section: 48  
 Fore-Side Sections: 41  
 Aft-Side Sections: 29  
 Aft Section: 39  
 Primary Section: 18

**HANGAR**  
 180 Fighters and Bombers  
 20 Azrael Transports



**WEAPON DATA**

**Heavy Flux Cannon**  
 Class: Molecular  
 Mode: Sustained (2) (15pt Rakes)  
 Damage: 9d10+115  
 Range Penalty: -1 per 4 hexes  
 Fire Control: +6/+4/--  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns  
*Special: Ignores Shields. Not interceptable. No cooldown period required. May be targeted with called shots by fighters at half normal penalty.*

**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: 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*

**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*

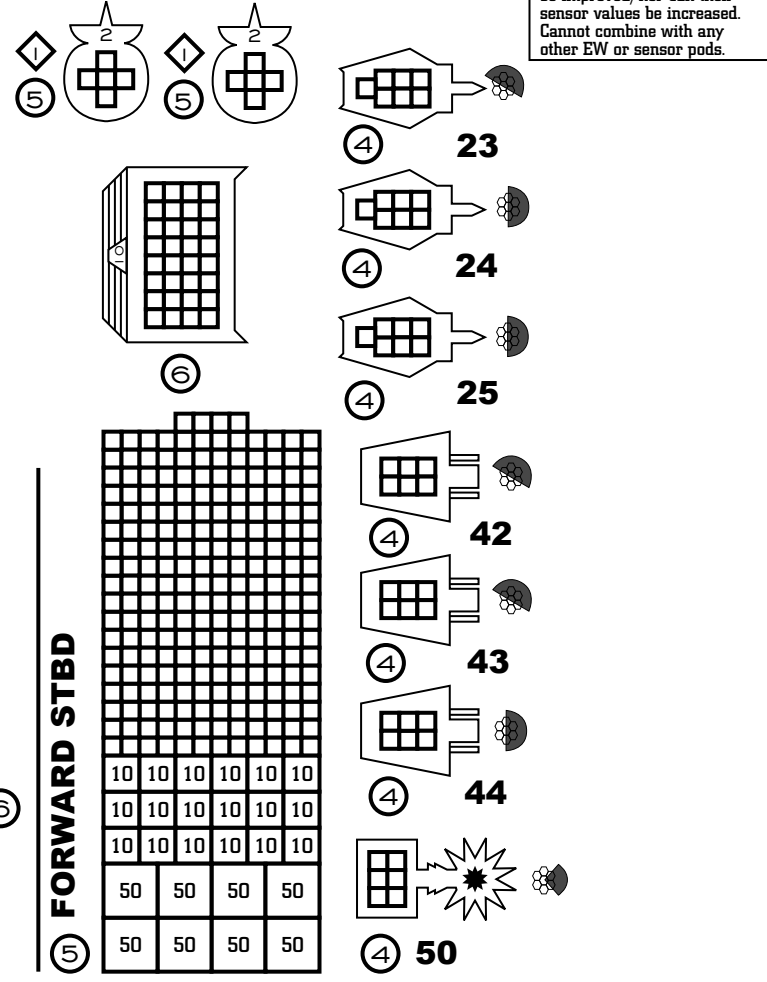
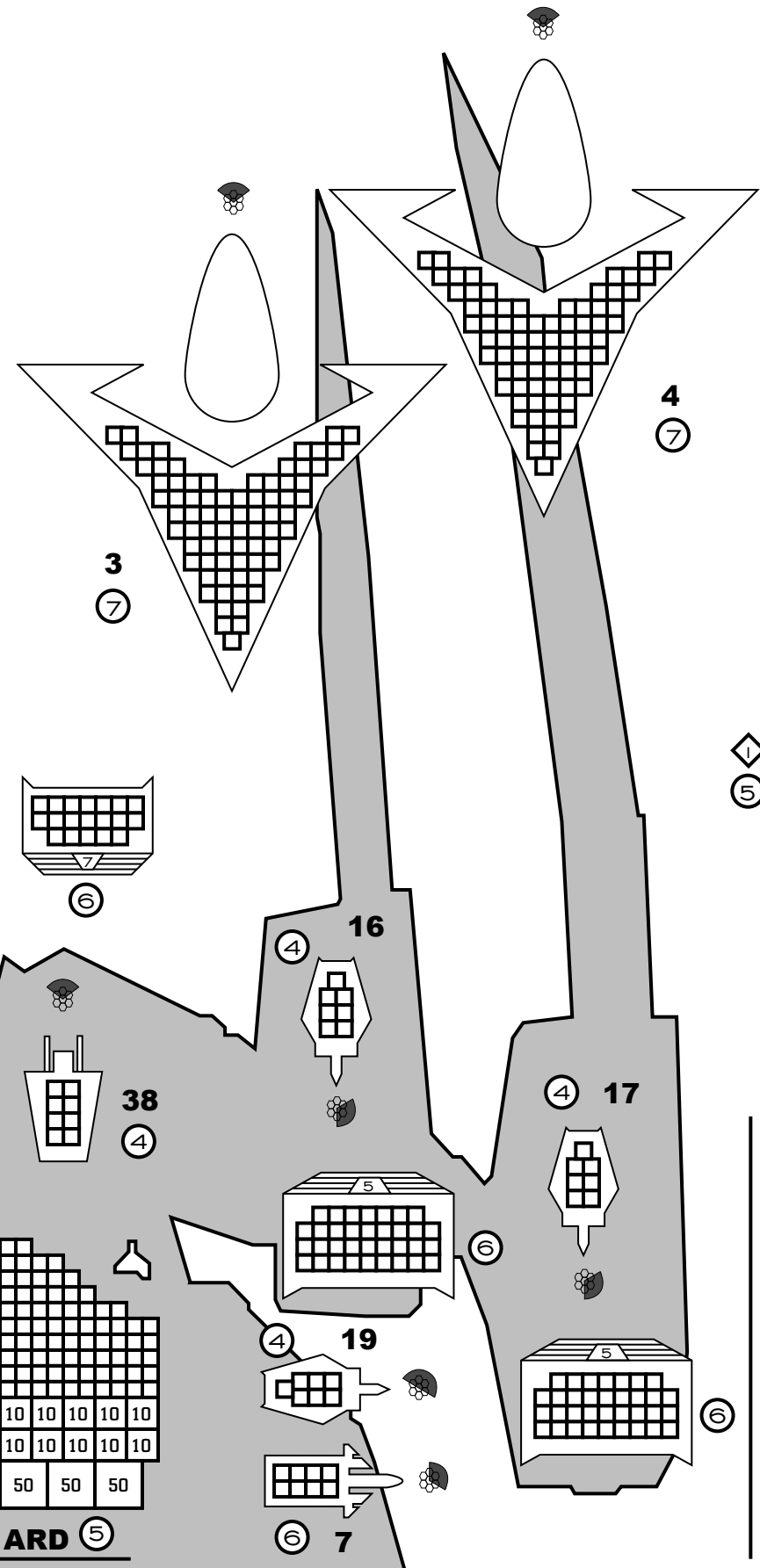
**Ranged Flak Turret**  
 Class: Particle  
 Mode: Pulse (Raking vs Ships)  
 Damage: 1d4  
 Maximum Pulses: 5  
 Pulse Grouping: +1 per 1  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +0/+0/+3  
 Intercept Rating: -3 vs Ballistic  
 Rate of Fire: 1 per turn  
*Special: Does not breach fighter shields*

**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.*

**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.*

**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.



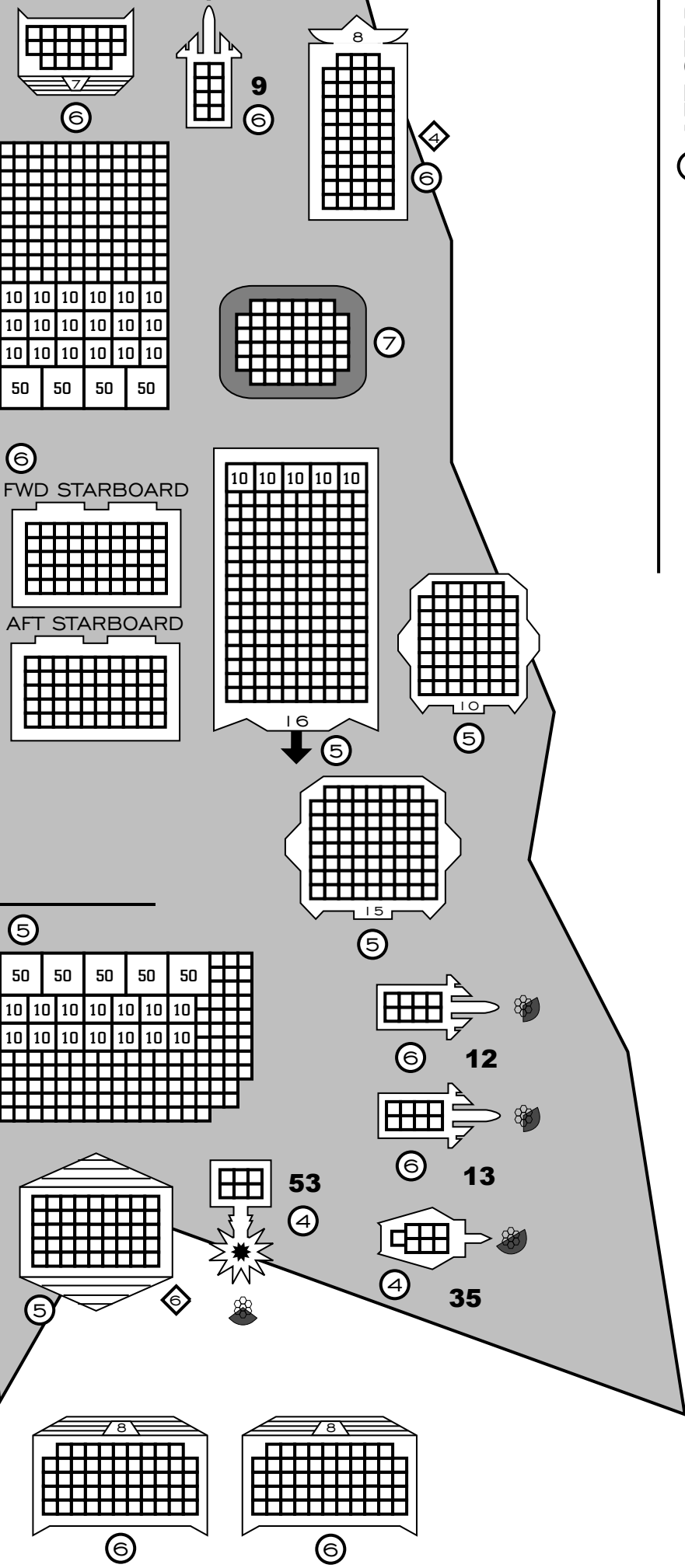
**FORWARD STBD**

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| 10 | 10 | 10 | 10 | 10 | 10 |
| 10 | 10 | 10 | 10 | 10 | 10 |
| 10 | 10 | 10 | 10 | 10 | 10 |
| 50 | 50 | 50 | 50 |    |    |
| 50 | 50 | 50 | 50 |    |    |

**ARD**



ARY



5 AFT STBD

