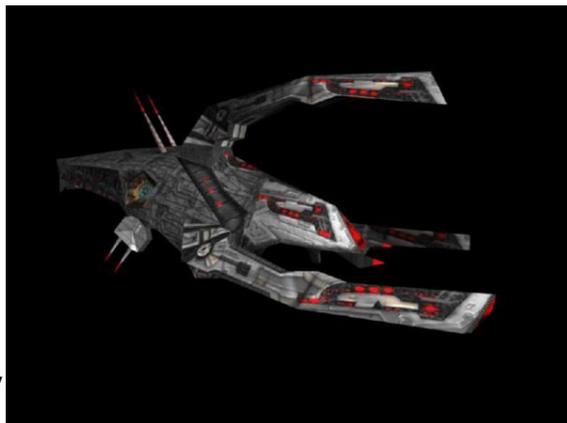Name: SC Cain

Type: Shivan Cain Class Cruiser

Scale: Capital

Length: 190 Meters

Skill: Capital Ship Piloting: Cain

Crew: 720, gunners 30, skeleton 220/ +20

Passengers/Troops: 150

Crew Skill: Capital Ship Piloting 5D+1, Capital Ship Gunnery 4D+2, Capital Ship Shields 4D+1

Consumables: 1 Year

Cargo Capacity: 600 Tons

Hyperdrive Multiplier: X1

Hyperdrive Backup: X6

Nav Computer: Yes

Space: 3

Maneuverability: 0D

Hull: 10D

Shields: 0D

Sensors:

      Passive: 25/1D

      Scan: 50/3D

      Search: 100/4D

      Focus: 3/4D+2

Fighters: 0

Transports: 2

Weapons:

      6 Medium Laser Cannon Turrets

            Scale: StarFighter

            Fire Arc: 2 Front/Left, 2 Front/Right, 2 Back

            Fire Control: 2D

            Space: 1-5/15/30

            Atmosphere Range: 100-500/1.5/3km

            Damage: 5D

      2 Heavy Laser Cannon Batteries

            Scale: Capital

            Fire Arc: 1 Front, 1 Back

            Fire Control: 3D

            Space: 1-5/15/30

Atmosphere Range: 100-500/1.5/3km

Damage: 5D

1 TurboLaser Batteries

Scale: Capital

Fire Arc: 1 Front

Fire Control: 4D

Space: 3-15/36/75

Atmosphere Range: 6-30/36/150km

Damage: 6D

Description: The Cain is by far the most common cruiser in the Shivan fleet. It is also the weakest. However, the Cain should not be underestimated. It has many turrets, as well as a cluster bomb defensive mechanism. As a strike cruiser, the Cain mostly appears in attacks against GTA or PVN capital ships and cruisers. In these cases, it should be destroyed immediately. The primary weakness of the Cain appears to be its unshielded turrets. Most of the turrets on the Cain can be destroyed with minimal damage.