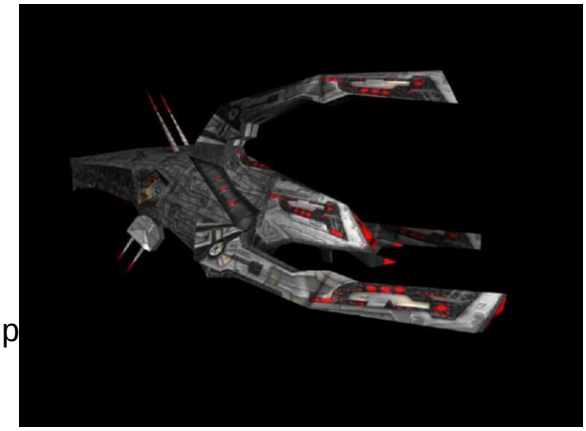
Starships D6 / Shivan Cain Class Cruiser



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.

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