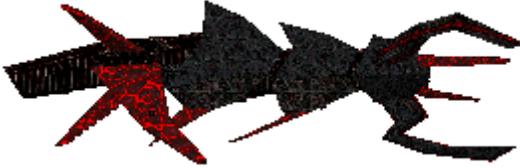




# Shivan Scylla Class Corvette



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 3/4 Speed	Fwd/Aft Defense: 15
In Service: Unknown	Turn Delay: 1x Speed	Stb/Port Defense: 17
Point Value: 1515	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 370	Pivot Cost: 5+5 Thrust	Extra Power: 0
Jump Delay: 8 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	3	4	5	6	6	7	8	9	9
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## 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.*

**Light Anti-Proton Cannon**  
Class: Laser  
Mode: Raking (12)  
Damage: 4d10+30  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+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*

**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*

**Shivan Fighter Killer**  
Class: Ballistic  
Mode: Standard  
Damage: 12  
Launch Range: 15  
Range Penalty: n/a  
Fire Control: -2/-2/+4  
Intercept Rating: N/A  
Rate of Fire: 3 per turn

## FORWARD HITS

- 1-4: Retro Thrust
- 5: CCEW Pod
- 6-7: Anti-Proton Cannon
- 8-10: Las Defence Turret
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

## SIDE HITS

- 1-4: Port/Stb Thrust
- 5-7: Lt A-P Cannon
- 8: Shivan Fighter Killer
- 9-10: Las Defence Turret
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

## AFT HITS

- 1-6: Main Thrust
- 7-8: Cerberus Cannon
- 9-10: Las Defence Turret
- 11-18: Aft Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

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

## SPECIAL NOTES

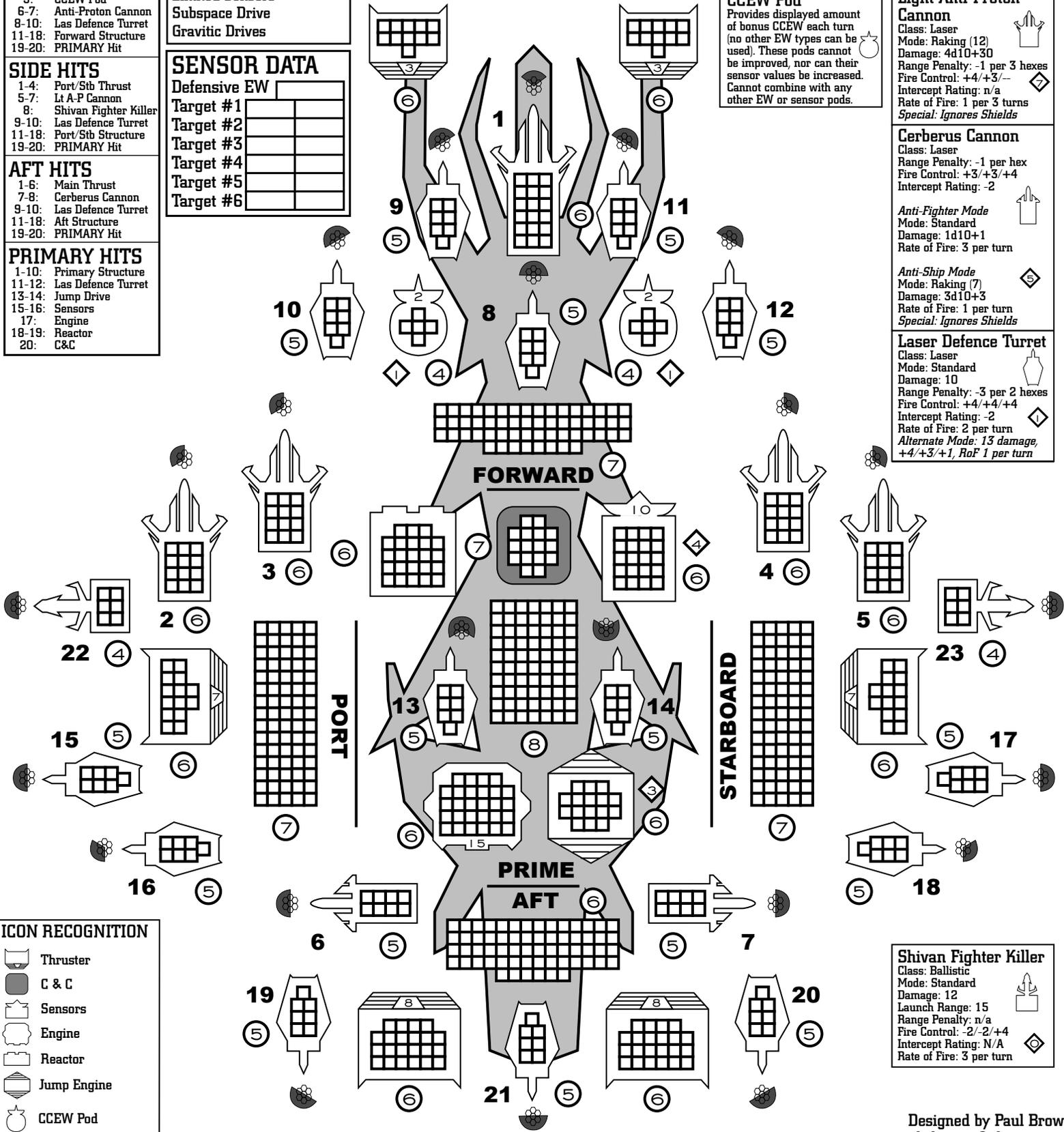
- Limited Sensors
- Subspace Drive
- Gravitic Drives

## SENSOR DATA

Defensive EW

Target #	EW Type	Value
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

**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.



## ICON RECOGNITION

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