



Shivan Scylla Class Corvette

SPECS

Class: Capital Ship
In Service: Unknown
Point Value: 1515
Ramming Factor: 370
Jump Delay: 8 Turns

MANEUVERING

Turn Cost: 3/4 Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

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

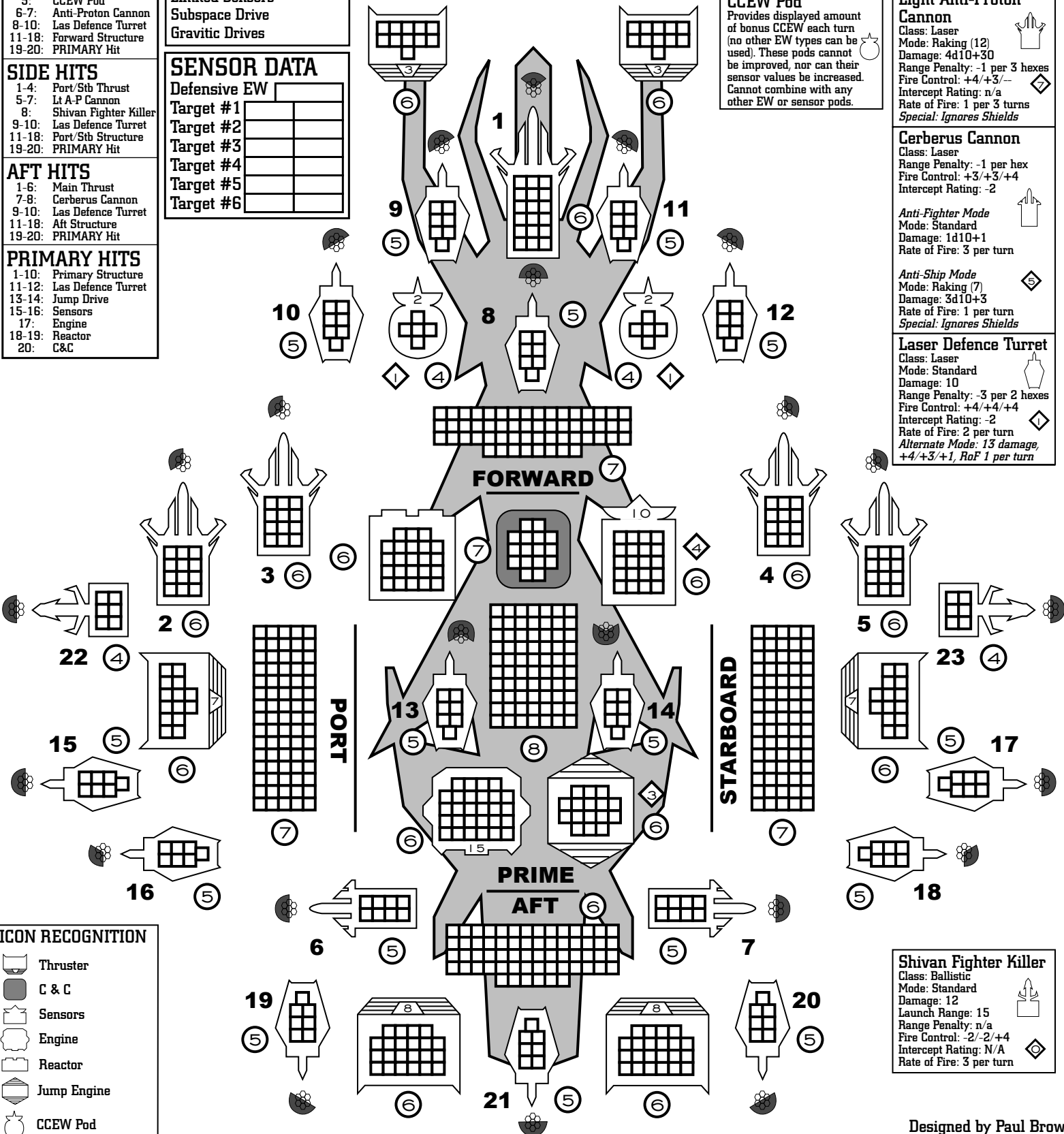
SENSOR DATA

Defensive EW

Target #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