



# Shivan Moloch Class Corvette

## SPECS

Class: Capital Ship  
 In Service: Unknown  
 Point Value: 850  
 Ramming Factor: 390  
 Jump Delay: 10 Turns

## MANEUVERING

Turn Cost: 1x Speed  
 Turn Delay: 1x Speed  
 Accel/Decel Cost: 3 Thrust  
 Pivot Cost: 5+5 Thrust  
 Roll Cost: 4+4 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 Beam**  
 Class: Laser  
 Mode: Raking (12)  
 Damage: 2d10+17  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +3/+3/-  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns  
*Special: Ignores Shields*

## Heavy Flak Turret

Class: Particle  
 Mode: Pulse (Raking vs Ships)  
 Damage: 1d10  
 Maximum Pulses: 5  
 Pulse Grouping: +1 per 1  
 Range Penalty: -1 per hex  
 Fire Control: +0/+0/+4  
 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*

## 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*

## MX-52 Launcher

Class: Ballistic  
 Mode: Raking  
 Damage: 2d8+4  
 Launch Range: 10  
 Range Penalty: n/a  
 Fire Control: +2/+2/+5  
 Intercept Rating: N/A  
 Rate of Fire: 1 per 3 turn

## 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 in fighter vs fighter combat phase.*

## FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Anti-Proton Beam
- 6: Las Defence Turret
- 7-9: MX-52 Launcher
- 10-18: Forward Structure
- 19-20: PRIMARY Hit

## SIDE HITS

- 1-3: Port/Stb Thrust
- 5: CCEW Pod
- 6-7: Anti-Proton Beam
- 8: Flak Turret
- 9: Las Defence Turret
- 10-18: Port/Stb Structure
- 19-20: PRIMARY Hit

## AFT HITS

- 1-5: Main Thrust
- 6-7: Hangar
- 7: Heavy Flak Turret
- 8-9: Las Particle Turret
- 10: Cluster Bomb
- 11-18: Aft Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-10: Primary Structure
- 11-12: Main Thrust
- 13: Cluster Bomb
- 14-15: Jump Drive
- 16-17: Sensors
- 18: Engine
- 19: Reactor
- 20: C&C

## SPECIAL NOTES

Limited Sensors  
 Subspace Drive  
 Gravitic Drives

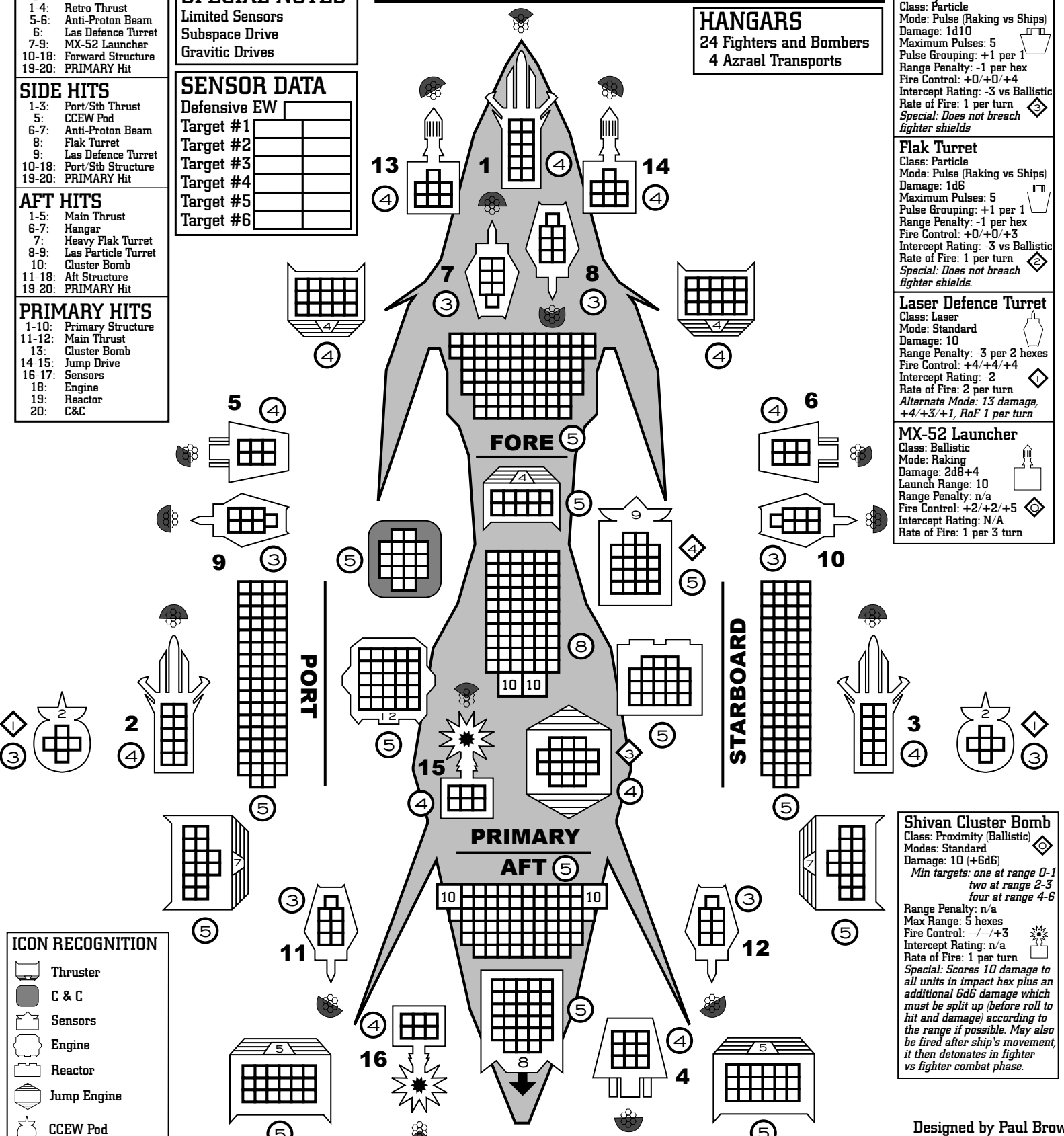
## SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## HANGARS

24 Fighters and Bombers  
 4 Azrael Transports



### ICON RECOGNITION

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