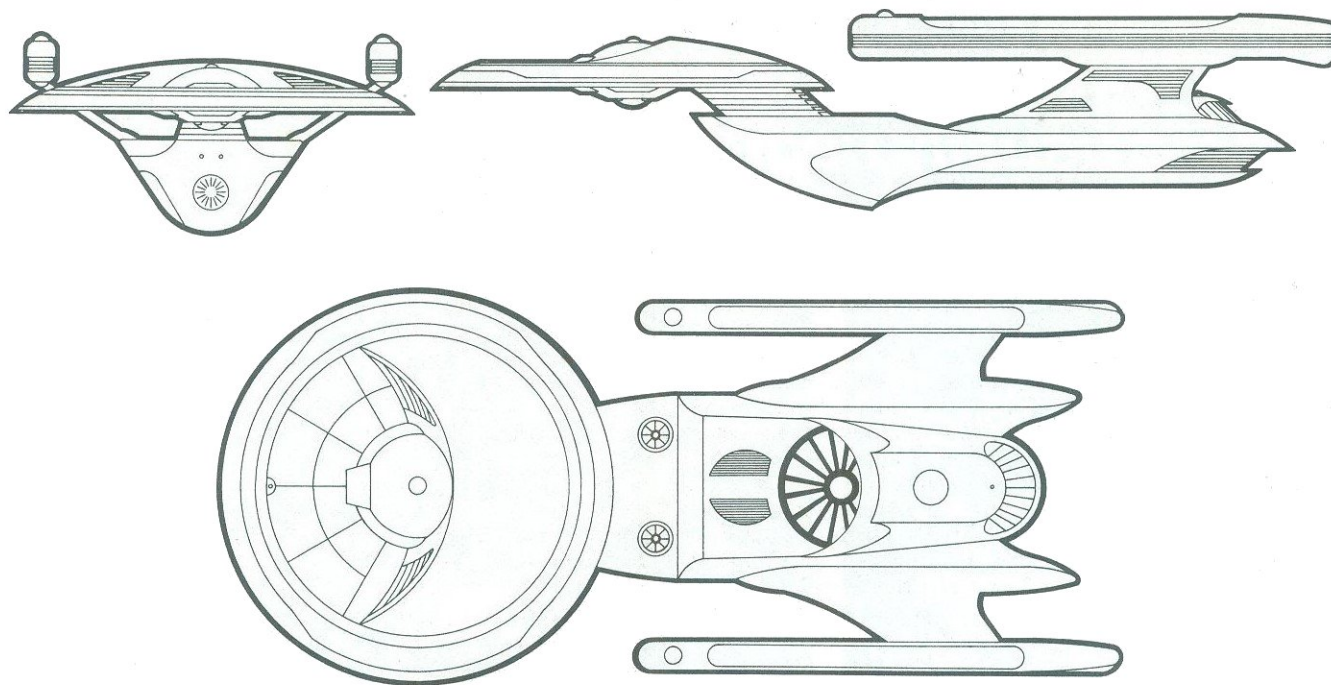


# Federation SCYLLA Class VI Scout



## Construction Data:

Model Number	Mk.I
Ship Class	VI
Date Entering Service	2/2208
Number Constructed	6

## Hull Data:

Hull Numbers	4105-4110
Superstructure Points	18

## Damage Chart

## Size:

Length	196m
Width	86.5m
Height	44m
Mass Displacement	68,875mt

## Cargo:

Cargo Units	135
Cargo Capacity	7,200mt
Landing Capability	None

## Other Data:

Crew	184
Shuttlecraft	4 12-person

## Transporters:

Standard 6-person	2
Emergency 22-person	2

## Engines And Power Data:

Total Power Units Available	32
Movement Point Radio	3/1
Warp Engine Type	FWB-2
Number	

## Power Units Available

Stress Charts	14
Maximum Safe Cruising Speed	M/O
Emergency Speed	Warp 6
Impulse Engine Type	Warp 7
Power Units Available	FIE
	4

## Weapons And Firing Data:

### Beam Weapon Type

Number	FH-4
Firing Arcs	6 in two banks of 2
Firing Chart	1 f/p, 1 f/s
Power Range	Q
Damage Modifiers:	0-3
+2	1-8
+1	9-14

### Missile Weapon Type

Number	FP-6
Firing Arcs	2
Firing Chart	2 fwd
Power To Arm	O
Damage	1
	12

## Shields And Damage Control Data:

Deflector Shield Type	FSH
Shield Point Ratio	1/2
Maximum Shield Power	13

## Combat Efficiency:

WDF	23.8
D	65.8
CE	15.6



When the radically-new design for the *Excelsior* class battleship was proposed to Star Fleet, there was doubt in Procurement about the entire design. Not only were the proposed trans-warp engines an unknown quantity, but the controls and engineering spaces, the wiring and the layout of the vessel itself were very new. Star Fleet was unwilling to commit the funds to construction until some of the uncertainty had been dispelled.

An engineering 'testbed' vehicle, incorporating as much of the *Excelsior's* new features minus the engines, was therefore proposed for full testing. Only a quarter of the battleship's displacement, it would nonetheless simulate all the calculated stresses and include all the intended equipment, and it could be constructed in less than a year. Construction was at the Sol IV shipyards, under the code designation 'Scylla.' (Rumor says that Project 'Charbydis' was the trans-warp development program, but there is no proof.)

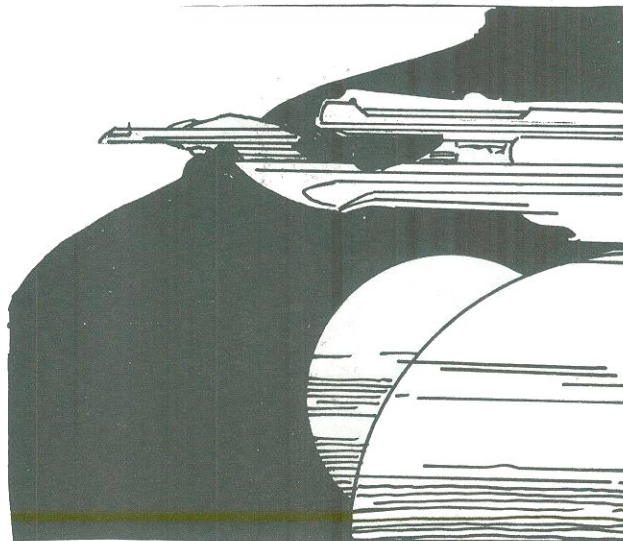
The new design proved exceptionally sound and very serviceable, and did everything the engineers wished, including showing some minor faults and design errors that could have shown up on the battleship. All were found and corrected, and a few that could have crept in when the full-size *Excelsior* were constructed. The 'Scylla' project, in fact, proved so successful that Star Fleet determined that the testbed starship could be modified into a serving vessel and added to the lists. All it would take was the addition of armament and the removal of the engineering instruments.

The *Scylla* class of scouts posed a unique problem in defining a mission they could carry out. They were not natural warships. Conventional design philosophy for such ships is to set the weapons package first and then build a ship to carry it. The *Scylla* was not intended to be armed; the weapons added to it (two banks of adequate phasers and two photon torpedo tubes) make it a creditable but not formidable threat.

Its shipkeeping qualities, on the other hand, are above-average, and its sizable cargo capacity, combined with its overall sound design, make the *Scylla* a very reliable craft for frontier patrol and remote base replenishment. In this mission capacity the *Scylla* class performs like a normal cruiser, though its small size and only normal endurance restrict its operational radius. Star Fleet is not troubled by this; they had the design in hand already, and there is always a need for additional ships of any good size on the frontier.

Because the design is so closely related to that of the *Excelsior*, Star Fleet has restricted the operation of the class to Quadrants I and II, far from prying Romulan, Klingon and Orion eyes.

*Scylla* class design by J.M. Kuzee and Pete Rogan



## DECKPLAN LEGEND

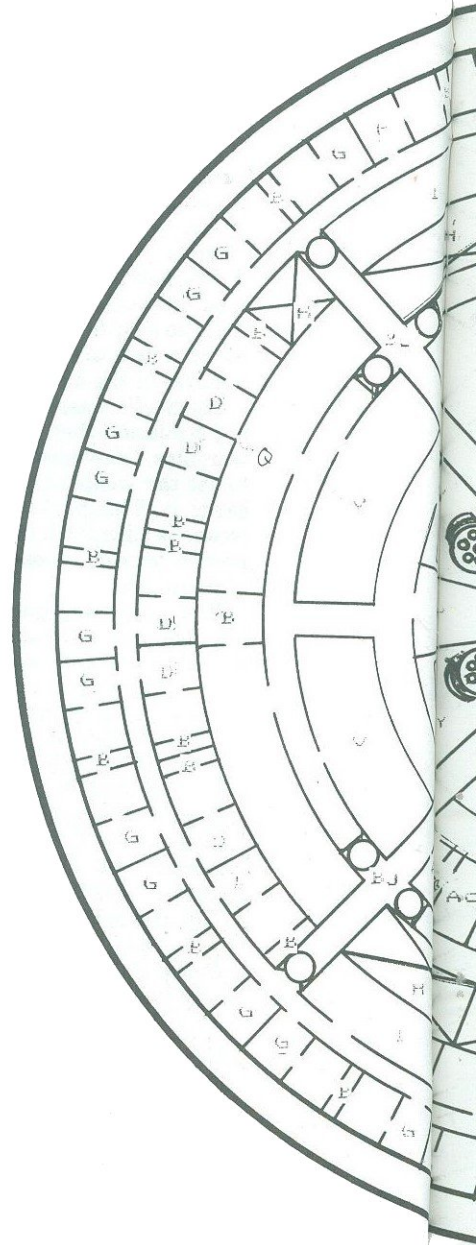
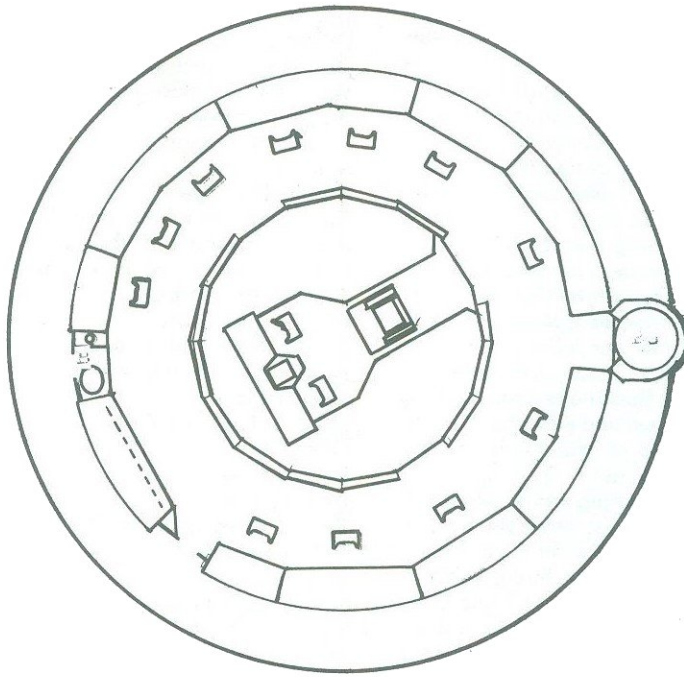
ITEM NAME	SYMBOL
Briefing Room	A
Head	B
Officer's Lounge	C
Officer's Single Stateroom	D
Water Pumping Station	E
Single Stateroom	F
Double Stateroom	G
Storage	H
Enlisted Lounge	I
Emergency Standard Gases Room	J
Air-Conditioning Machinery Room	K
Circuit Breaker and Switching Room	L
Forward Phaser Bank	M
Fire Control Station	N
Emergency Battery Room	O
Auxiliary Machinery Room	P
Mess Room	Q
Power and Wiring Trunk	R
Gym	S
Recreation Area	T
Privacy Room	U
Food Processing Station	V
Vid-Phone Booth	W
Chapel	X
Six-Person Transporter	Y
Library	Z
Medical Operating Room	Aa
Medical Lab	Ab
Intensive Care Unit	Ac
Medical Research Lab	Ad
Medical Observation Units	Ae
General Utility Room	Af
Doctor's Office	Ag
Chief Medical Officer's Office	Ah
Captain's Office	Ai
First Officer's Office	Aj
Chief Navigator's Office	Ak
Convalescent Rooms	Al
Ship's Computer and Emergency Bridge	Am
Engineering Compartments	An
Engineering Maintenance Shops	Ao
Engineering Computer	Ap
Elevator Maintenance	Aq
Cargo Hold	Ar
Ship's Computer	As
Ship's Laundry	At
Basic Food Processing Facility	Au
Supply Conveyor	Av
Emergency 25-Person Transporter	Aw
Cargo/Troop Vehicle Transporter	Ax
Cargo Elevator	Ay
Brig Area	Az
Marine Squad Bay	Ba
Squad/Small Arms Armory	Bb
Main/Heavy Weapons Armory	Bc
Security Area/Security Checkpoint	Bd
Chief of Security's Office	Be
Weapons Maintenance Shop	Bf
Weapons Cargo Hold	Bg
Landing Pad	Bh
Shuttle	Bi
Elevator/Elevator Shafts	Bj
Chaplin's Office	Bk
Observation Deck	B1



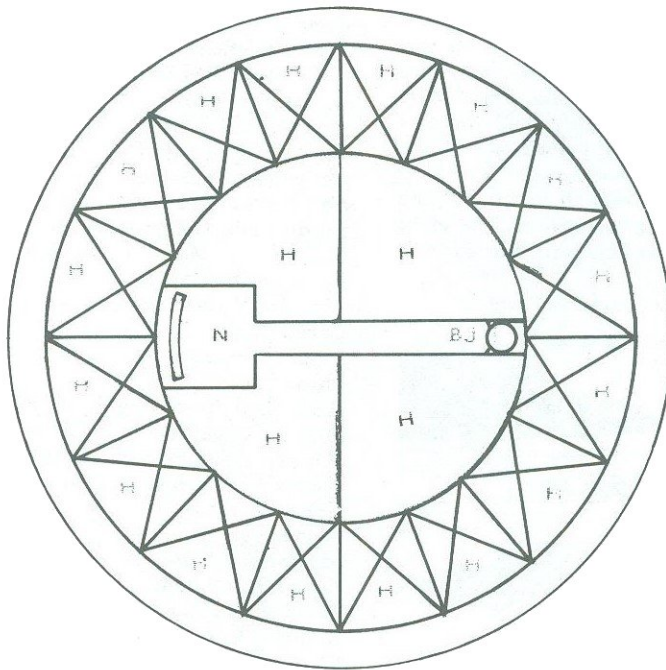


# Federation SCYLLA Class VI Sp

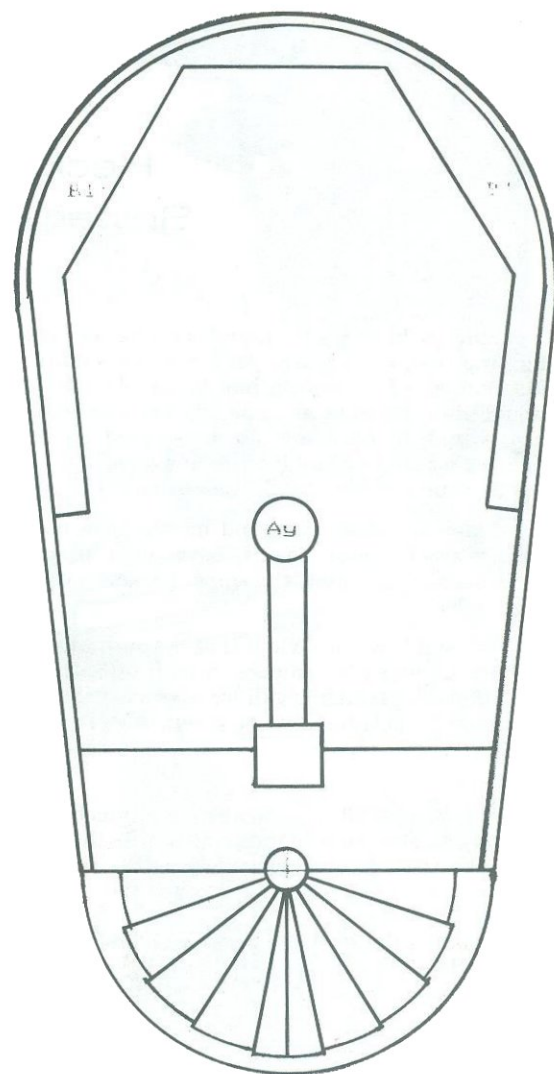
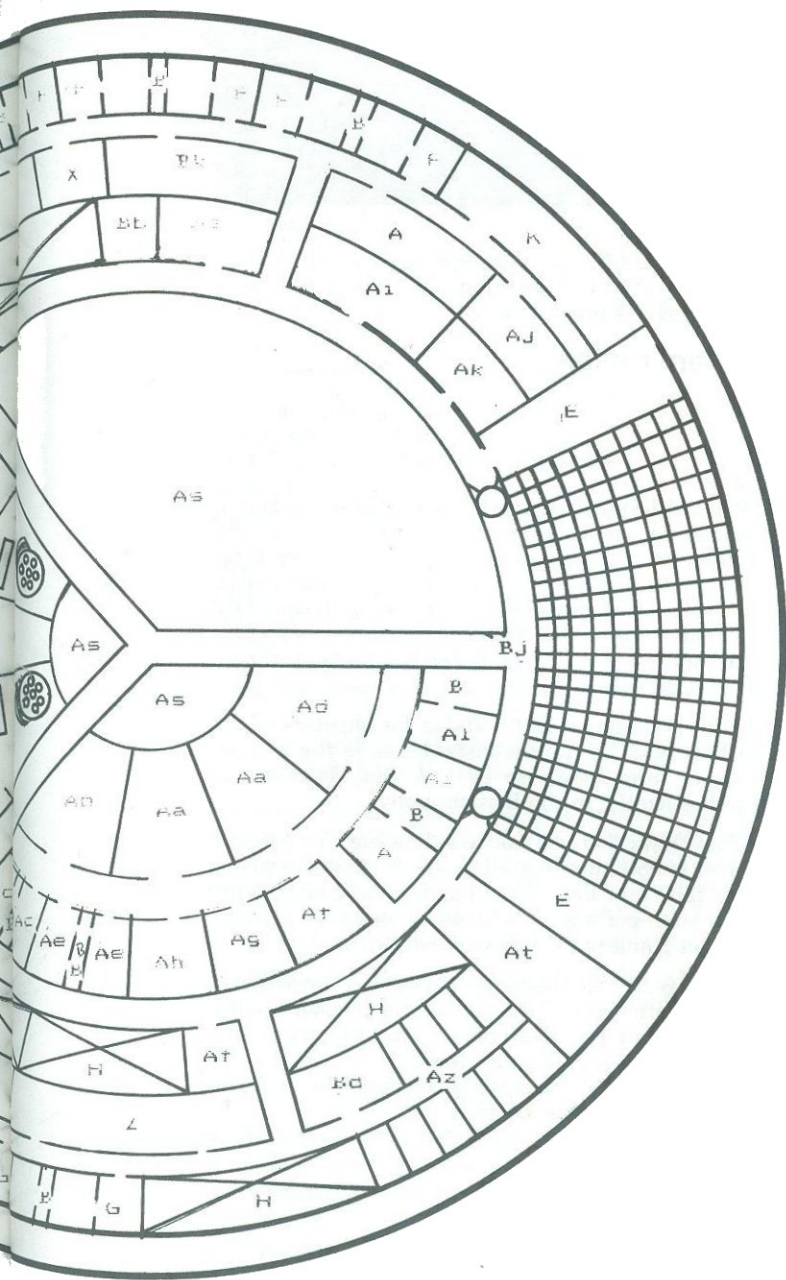
Deck 1  
Bridge



Deck 3



Deck 2



Shuttle Bay