Kosha Variant (Uncommon before 2245, Common after)

Version 1: 2E/Expanded Universe Name: _____ Counter: _____

Kor-Lyan Soska Missile Cruiser

SPECS
Class: Capital Ship
In Service: 2230
Point Value: 575
Ramming Factor: 220
Jump Delay: NA

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

COMBAT STATS
Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: +2
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

Class-L Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Class-D Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn
Special: Fires only missiles of types A, F, I, or C.

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

HANGAR
0 Fighters
2 Shuttles: Thrust: 5
Armor: 1 Defense: 9/9
2 Weapon Hardpoints

SPECIAL NOTES
Atmospheric Capable

SENSOR DATA
Defensive EW

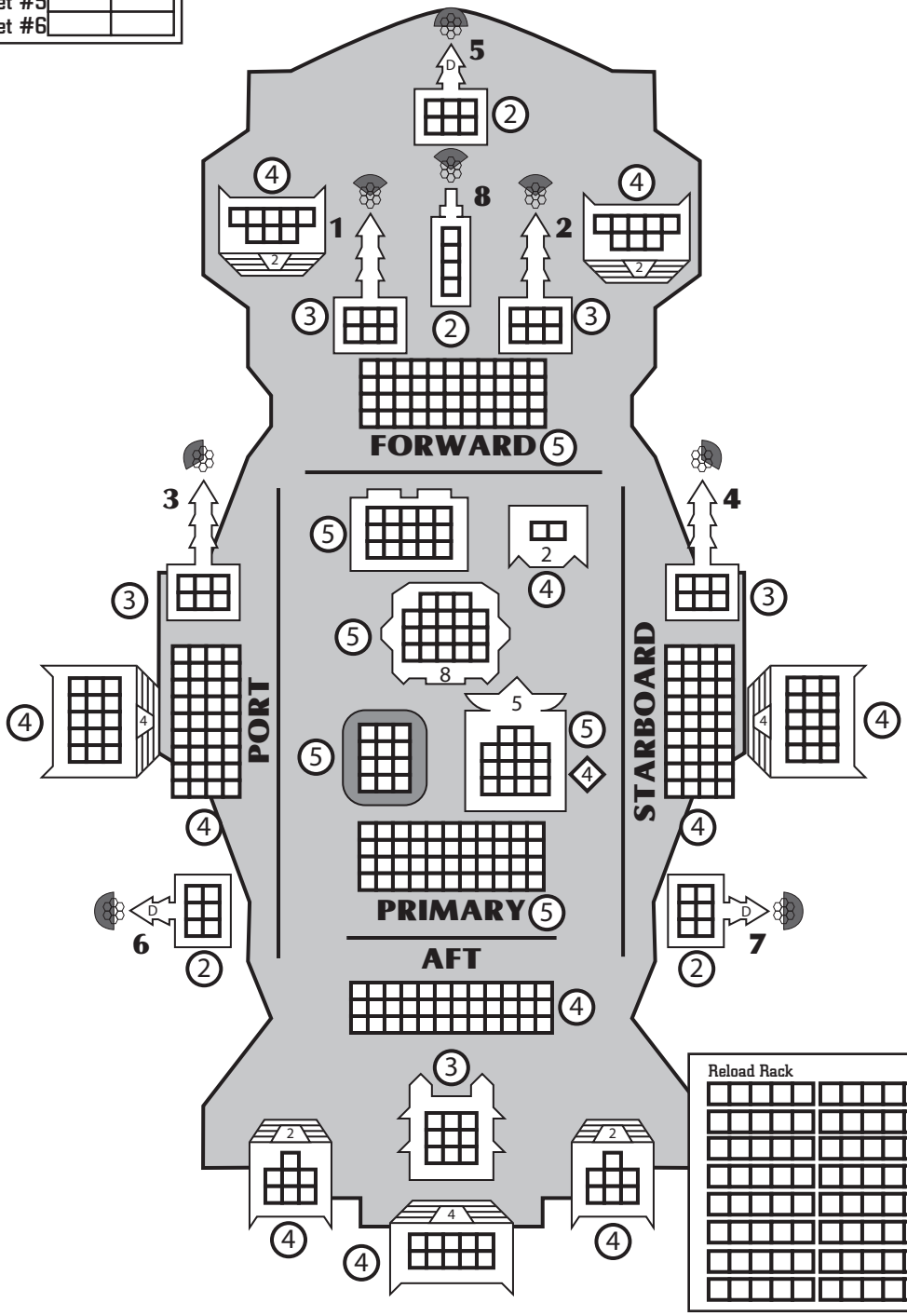
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

FORWARD HITS
1-4: Retro Thrust
5-7: Class-L missile rack
8: Class-D missile rack
9: Standard Particle Beam
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-7: Class-L missile rack
8: Class-D missile rack
8-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-7: Main Thrust
8-9: Reload rack
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Struct
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-L Missile Rack
- Class-D Missile Rack
- Std Particle Beam
- Reload Rack

MISSILES
Rack #1 (L)
Rack #2 (L)
Rack #3 (L)
Rack #4 (L)
Rack #5 (D)
Rack #6 (D)
Rack #7 (D)

Reload Rack