

Kor-Lyan Merkuf Light Cruiser

SPECS

Class: Capital Ship
In Service: 2230
Point Value: 700
Ramming Factor: 220
Jump Delay: 30 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 4/1
Extra Power: -2
Initiative Bonus: +0

WEAPON DATA

Particle Cannon

Class: Particle
Modes: Raking
Damage: 2d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
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, C, I, or Z.

Class-F Missile Rack

Class: Ballistic
Missiles: 10
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: Varies
Can fire as a class-S, class-L, or class-R rack.

Ballistic Torpedo (K)

Class: Ballistic
Mode: Standard
Damage: 2d10
Range Penalty: None
Max Range: 25 hexes
Fire Control: +4/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn

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

FORWARD HITS

1-5: Retro Thrust
6: Limpet-Bore
7-9: Ballistic Torp
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Class-F Rack
8-9: Class-D Rack
10-11: Std. Particle Beam
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Class-D Rack
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Struct
11-12: Jump Drive
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

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

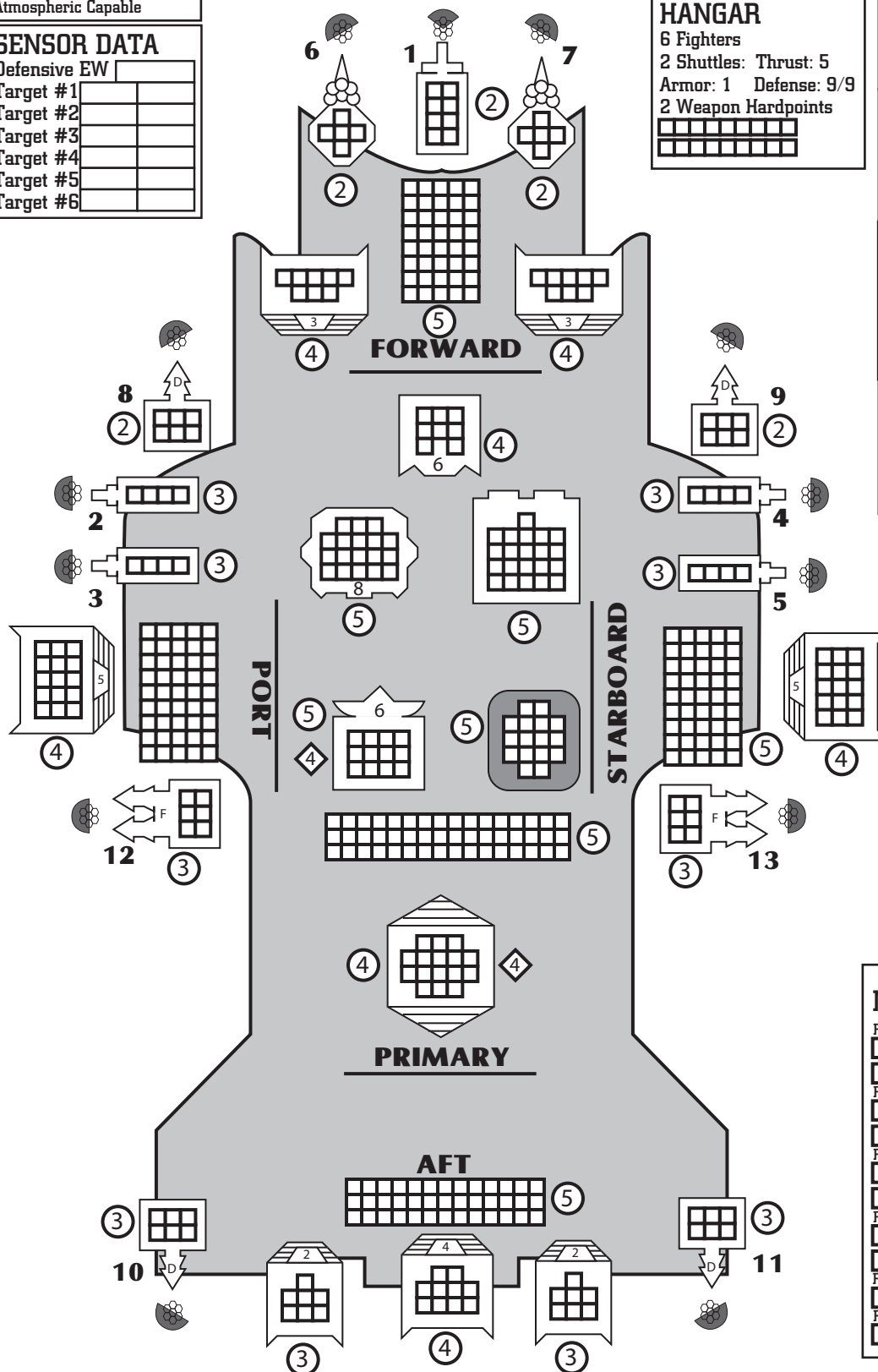
HANGAR

6 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/9

2 Weapon Hardpoints



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Class-F Missile Rack
- Class-D Missile Rack
- Ballistic Torpedo
- Std Particle Beam

MISSILES

Rack #8

Rack #9

Rack #10

Rack #11

Rack #12

Rack #13
