

Kor-Lyan Fenja Assault Leader

SPECS

Class: Medium Ship
 In Service: 2243
 Point Value: 300
 Ramming Factor: 100
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 1/3 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
 Stb/Port Defense: 12
 Engine Efficiency: 1/1
 Extra Power: +0
 Initiative Bonus: +13

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

HANGAR

4 Breaching Pods

WEAPON DATA

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

Grappling Claw

Attaches the Fenja to the target vessel so boarding parties can be deposited.

Limpet-Bore Torpedo

Class: Ballistic
 Torpedoes: 5
 Damage: 2d10+10
 Maximum Range: 30
 Range Penalty: None
 Fire Control: +4/+2/--
 Rate of Fire: 1 per 2 turns
Special: Seeks target system. Ignores armor upon detonation. Scores no overkill. See rules.

Limpet-Bore Torpedoes

Launcher #1
 Launcher #2

FORWARD HITS

1-5: Retro Thrust
 6-7: Std Particle Beam
 8-9: Limpet-Bore Torp
 10-11: Grappling Claw
 12-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-8: Limpet-Bore Torp
 9-17: Structure
 19-20: PRIMARY Hit

PRIMARY HITS

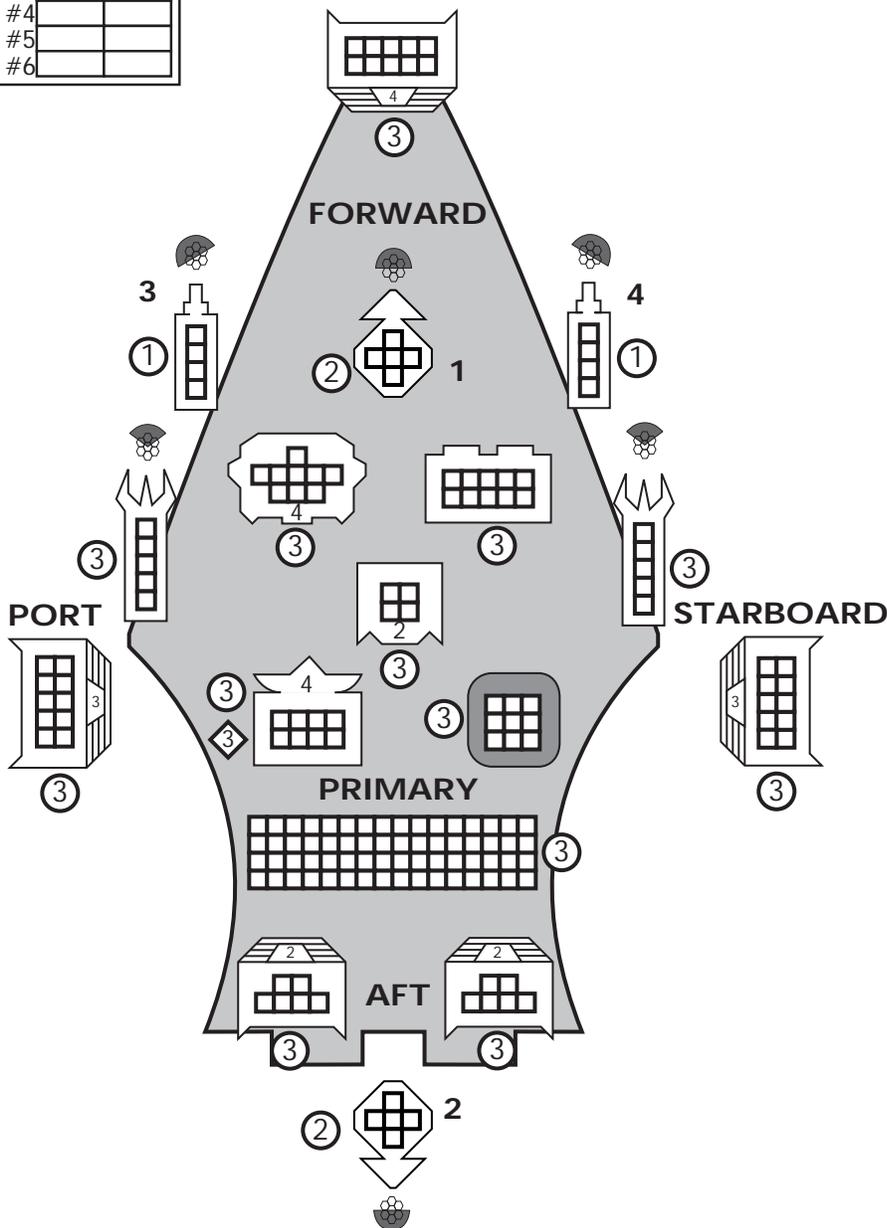
1-8: Port/Stb Thruster
 9-11: Sensors
 12-14: Engine
 15: Hangar
 16-18: Reactor
 19-20: C & C

SPECIAL NOTES

8 Marine Contingents
 Atmospheric Capable
 Agile Ship

SENSOR DATA

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Grappling Claw
- Limpet-Bore Torpedo
- Std Particle Beam

KOR-LYAN AILYAN BREACHING POD

Cost: 40 Defense: 10/10
 Thrust: 7 Offense: 0
 Armor: 4 Initiative: +8
 No Weapons

