

Kor-Lyan Lekra Torpedo Frigate

SPECS

Class: Medium Ship
In Service: 2245
Point Value: 400
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 11
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

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

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

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.

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 #3
Launcher #3
Launcher #4

FORWARD HITS

1-5: Retro Thrust
6-7: Std Particle Beam
8: Class-D Rack
9-11: Limpet-Bore
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7: Class-D Rack
8-10: Limpet-Bore
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

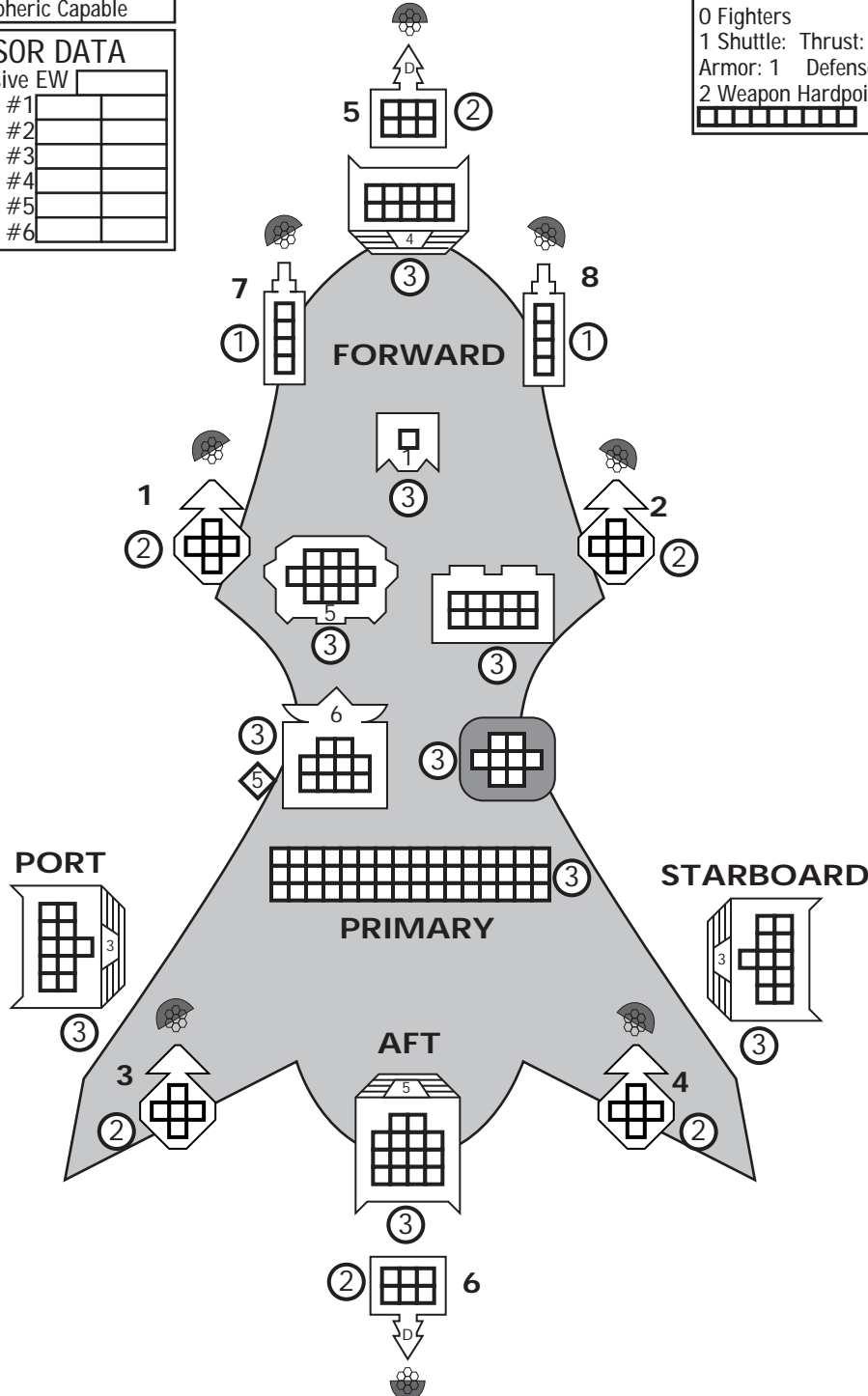
1-7: Port/Stb Thruster
8-10: Sensors
11-13: Engine
14-15: Hangar
16-18: Reactor
19-20: C & C

SPECIAL NOTES

Agile Ship
Atmospheric Capable

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
- Limpet-Bore Torpedo
- Class-D Missile Rack
- Std Particle Beam

MISSILES

Rack #5

Rack #6