





Kor - Lyan Cancar Freighter

SPECS			MANEUVERING					COMBAT STATS				
Class: Medium Ship			Turn Cost: 1 x Speed					Fwd/Aft Defense: 14				
In Service: 2210			Turn Delay: 1 x Speed					Stb/Port Defense: 15				
Point Value: 175			Accel/Decel Cost: 3 Thrust					Engine Efficiency: 3/1				
Ramming Factor: 60			Pivot Cost: 2+2 Thrust					Extra Power: 0				
Jump Delay: N/A			Roll Cost: 2+2 Thrust					Initiative Penalty: -4				
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: Ballistic Missiles: 20 Range Penalty: None Fire Control: +3/+3/+3 Rate of Fire: 1 per turn <i>Special: Fires only missiles of types A, F, I, or C.</i>	
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
6-8:	Class D rack
9-12:	Cargo A
13-17:	Structure
18-20:	PRIMARY Hit
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AFT HITS	
1-5:	Main Thrust
6:	Std Particle Beam
7-12:	Cargo B/C
13-17:	Structure
18-20:	PRIMARY Hit
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PRIMARY HITS	
1-8:	Port/Stb Thrust
9-11:	Sensors
12-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C & C

SPECIAL NOTES

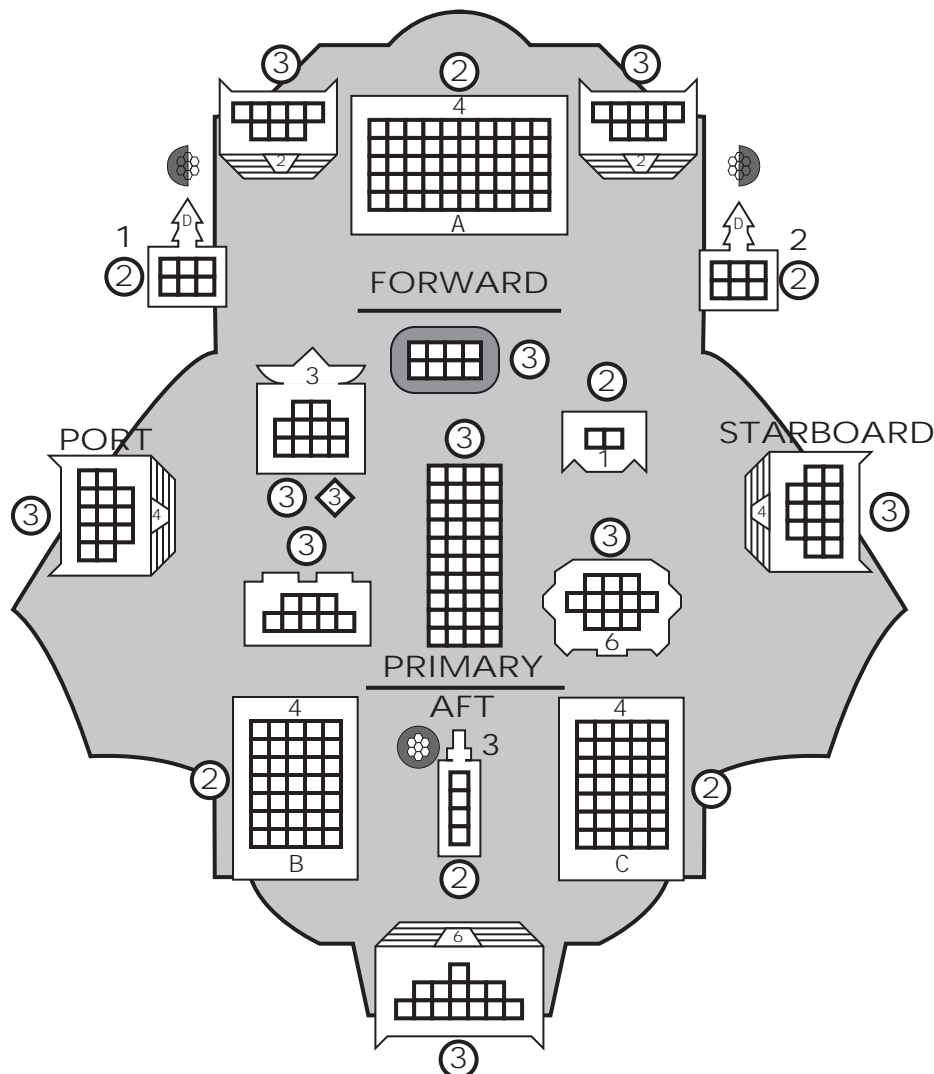
Atmospheric Capable

SENSOR DATA

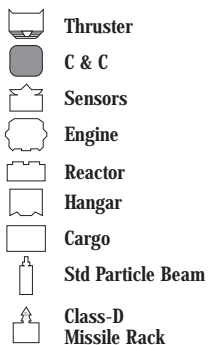
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGARS

0 Fighters
2 Cargo Shuttles
No Weapons Thrust: 4
Armor: 1 Defense: 10/10
Cannot launch missiles
Can carry ammunition to friendly ships



ICON RECOGNITION



MISSILES

Rack #1



Rack #2

