



Kor-Lyan Taloki Starbase

SPECS

Class: Enormous Base
In Service: 2240
Point Value: 3500
Ram Factor: 1260
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 21
Stb/Port Defense: 24
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

Proximity Laser

Class: Ballistic (Laser)
Mode: Raking
Damage: 3d10+8
Maximum Range: 30
Range Penalty: -1 per 2 hexes
Fire Control: +0/+0/-
Intercept Rating: N/A
Rate of Fire: 1 per 3 turns

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

Limpet-Bore Torpedo

Class: Ballistic
Shots: 5 Reloads: 2
Damage: 2d10+10
Range Penalty: None
Maximum Range: 60
Fire Control: +4/+2/-
Rate of Fire: 1 per 2 turns
Special: Seeks target system. Ignores armor upon detonation. Scores no overkill. See rules.

SECTION HITS

1-6: Any Weapon
7: Missile Rack/Hangar
8: Reactor
9-18: Structure
19-20: PRIMARY Hit

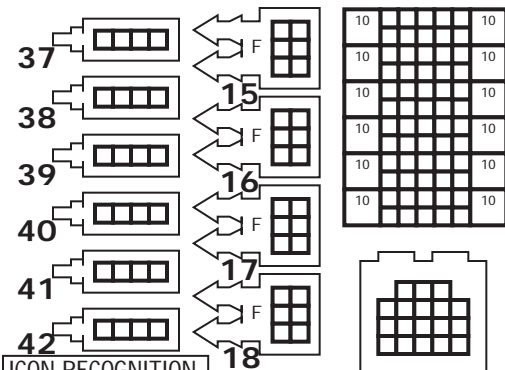
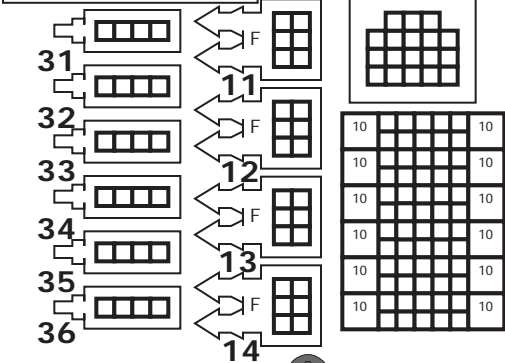
PRIMARY HITS

1-10: Primary Structure
11: Reload Rack
12: Class-D Missile Rack
13-14: Sensors
15-18: Cargo
19: Reactor
20: C & C

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Reload Rack
- Particle Cannon
- Std Particle Beam
- Proximity Laser
- Class-F Missile Rack
- Limpet-Bore Torpedo
- Class-D Missile Rack

PROX LASERS

Weapon #3

Weapon #4

Weapon #5

Weapon #6

Weapon #7

Weapon #8

Weapon #9

Weapon #10

