

# Kor-Lyan Axan Minesweeper

SPECS			MANEUVERING					COMBAT STATS				
Class: Medium Ship			Turn Cost: 1/3 Speed					Fwd/Aft Defense: 10				
In Service: 2224			Turn Delay: 1/3 Speed					Stb/Port Defense: 12				
Point Value: 290			Accel/Decel Cost: 1 Thrust					Engine Efficiency: 1/1				
Ramming Factor: 100			Pivot Cost: 1 Thrust					Extra Power: +0				
Jump Delay: N/A			Roll Cost: 1 Thrust					Initiative Bonus: +12				
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

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.

**FORWARD HITS**  
1-5:Retro Thrust  
6-7:Std Particle Beam  
8-11:Class-D Rack  
12-17:Structure  
18-20:PRIMARY Hit

**AFT HITS**  
1-6:Main Thrust  
7-8:Class-D Rack  
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

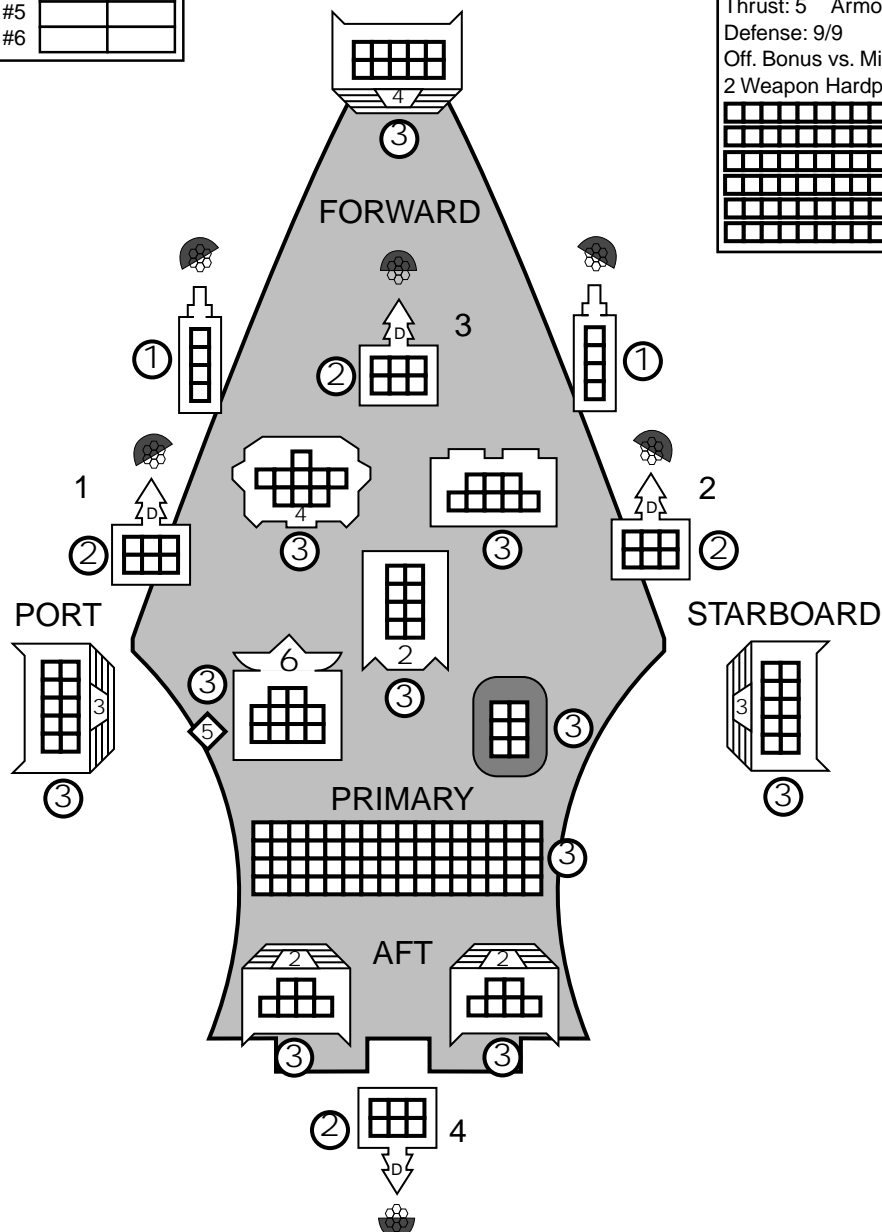
**SPECIAL NOTES**  
+3 Anti-mine bonus  
Atmospheric Capable

## SENSOR DATA

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

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 5  
Armor: 1 Defense: 9/9  
2 Weapon Hardpoints  
6 Minesweeping Shuttles:  
Thrust: 5 Armor: 1  
Defense: 9/9  
Off. Bonus vs. Mines: 4  
2 Weapon Hardpoints



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-D Missile Rack
- Std Particle Beam

MISSILES
Rack #1
Rack #2
Rack #3
Rack #4