

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

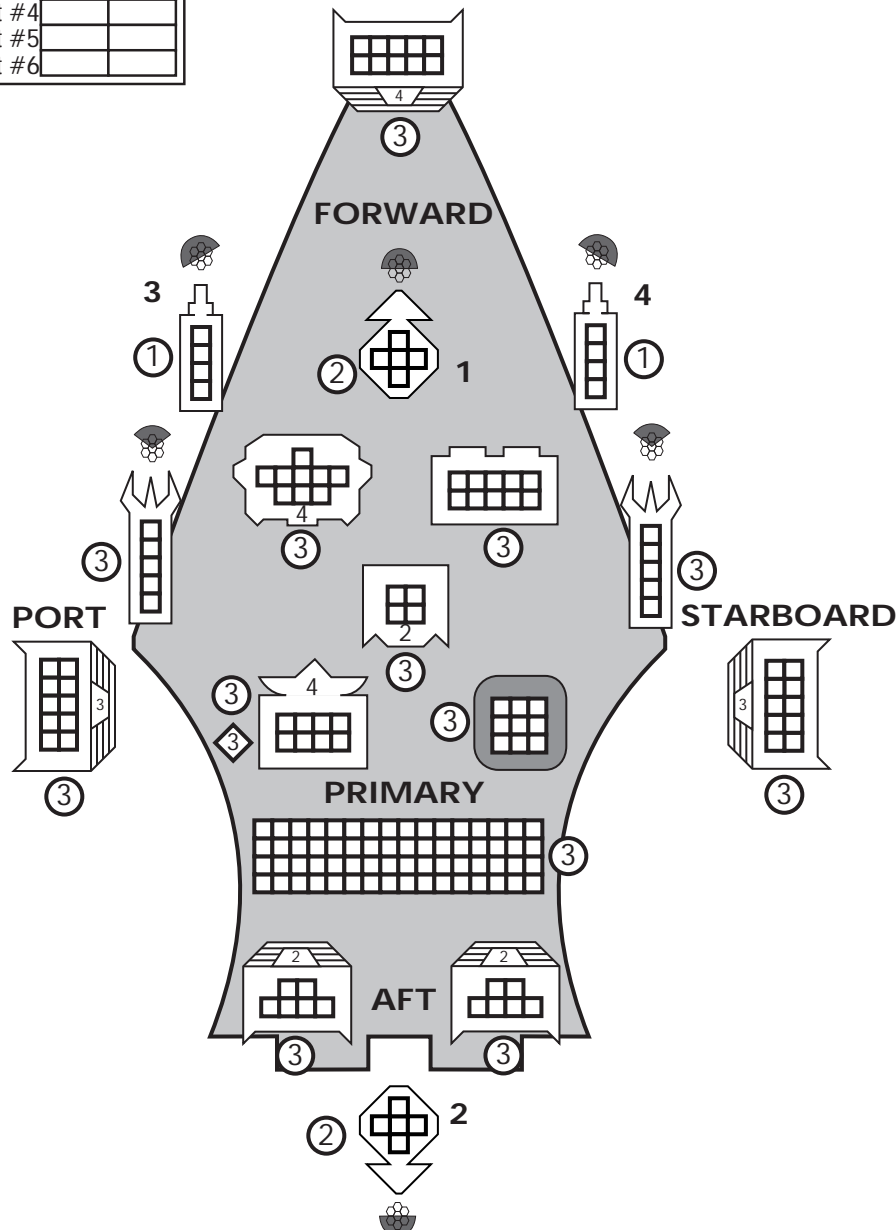
1-8: Port/Stb Thruster
9-11: Sensors
12-14: Engine
15: Hangar
16-18: Reactor
19-20: C & C

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

