

Kor-Lyan Vaklar Logistics Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 2208
Point Value: 450
Ramming Factor: 120
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

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.

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Ballistic Mine Launcher

Class: Ballistic
Mode: Proximity
Damage: By mine type
Maximum Range: 30
Range Penalty: None
Fire Control: N/A
Intercept Rating: N/A
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-5: Retro Thrust
6-7: Std. Particle Beam
8-9: Class-D Rack
10: Ballistic Mine
11-18: Fwd Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Std. Particle Beam
11-12: Class-S Rack
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-5: Primary Structure
6-7: Port/Stb Thruster
8-10: Cargo
11-12: Reload Rack
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Atmospheric Capable

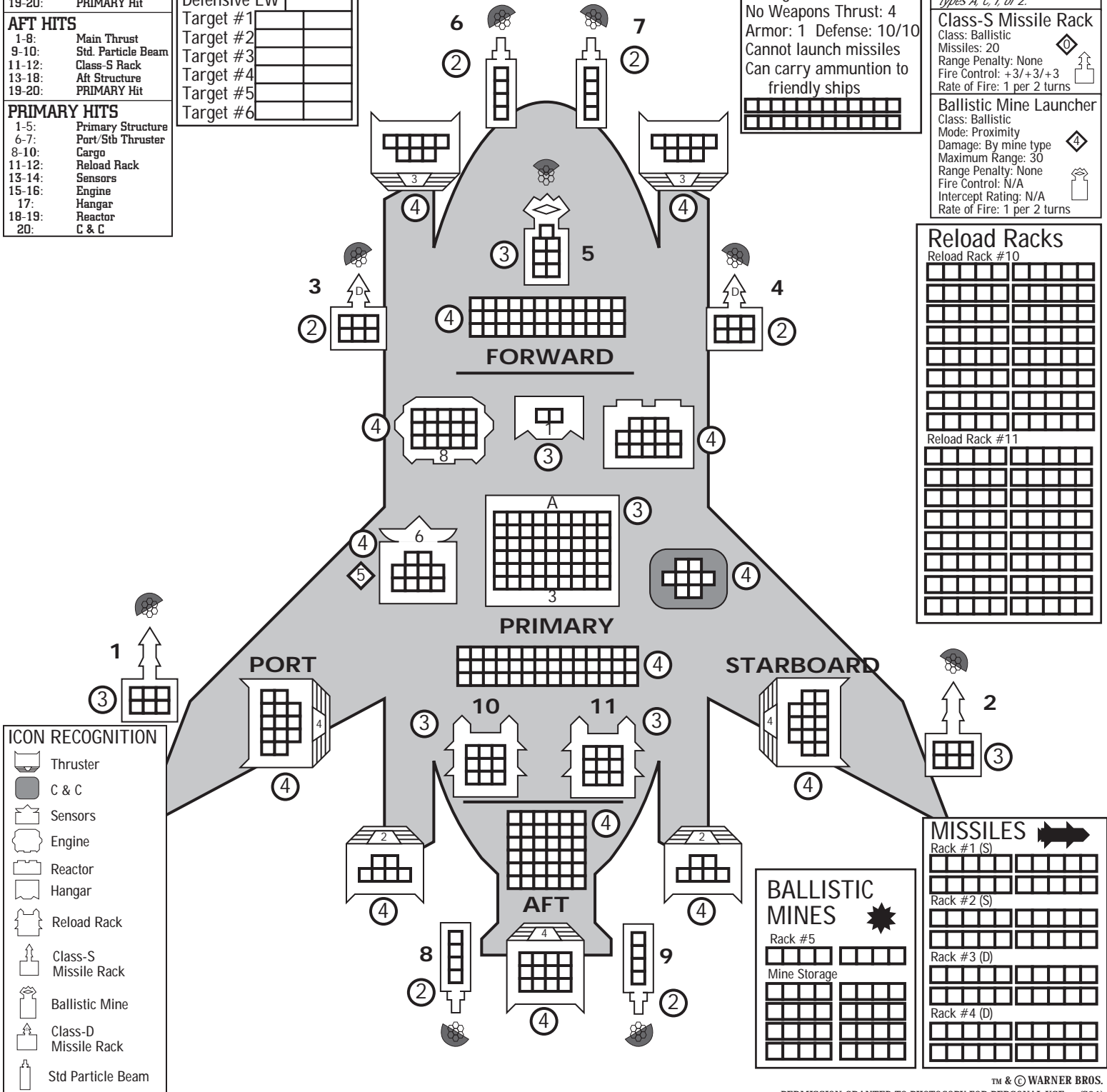
SENSOR DATA

Defensive EW

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

HANGAR

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



Reload Racks

Reload Rack #10

Reload Rack #11

MISSILES

Rack #1 (S)

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Rack #2 (S)

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Rack #3 (D)

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Rack #4 (D)

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BALLISTIC MINES

Rack #5

Mine Storage