

Kor-Lyan Cokra Blockade Runner

SPECS

Class: Medium Ship
In Service: 2214
Point Value: 280
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 11
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

0 Fighters
1 Shuttle: Thrust: 5
Armor: 1 Defense: 9/9
2 Weapon Hardpoints
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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
8-9: Class-D Rack
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7: Class-D Rack
8-10: Cargo
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

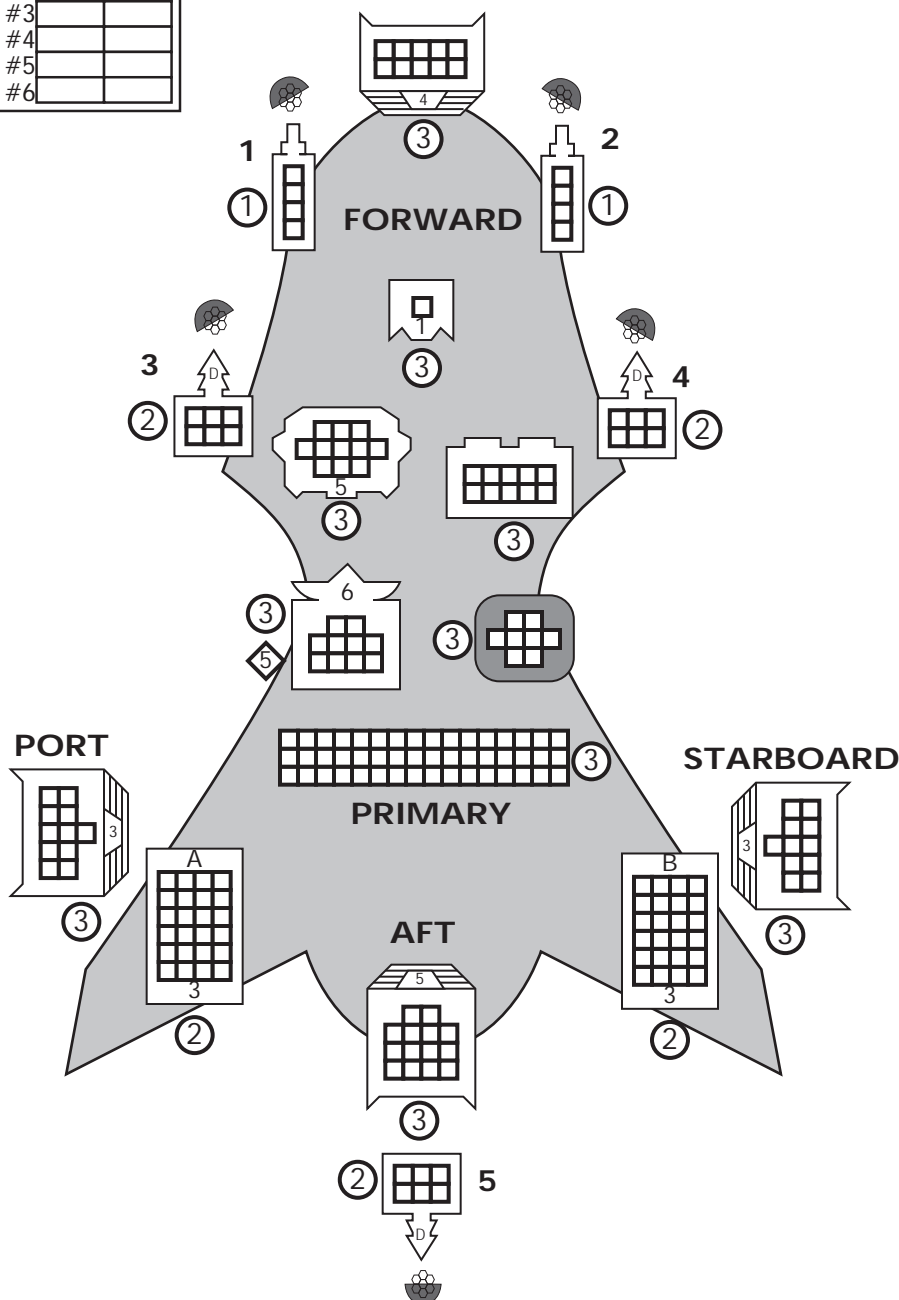
1-7: Port/Stb Thruster
8-10: Sensors
11-13: Engine
14-15: Hangar
16-18: Reactor
19-20: C & C

SPECIAL NOTES

Agile Ship
Atmospheric Capable

SENSOR DATA

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



ICON RECOGNITION

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

MISSILES

Rack #3	■■■■■■■■	■■■■■■■■
Rack #4	■■■■■■■■	■■■■■■■■
Rack #5	■■■■■■■■	■■■■■■■■