

Kor-Lyan Raklavi Carrier

SPECS

Class: Capital Ship
In Service: 2227
Point Value: 600
Ramming Factor: 250
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: +1
Initiative Bonus: +0

WEAPON DATA

Class-L Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

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

1-4: Retro Thrust
5-7: Class-D Rack
8-10: Class-L Rack
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-10: Std. Particle Beam
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Class-D Rack
9-10: Class-L Rack
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Primary Struct
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

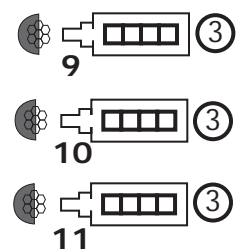
HANGAR

24 Fighters

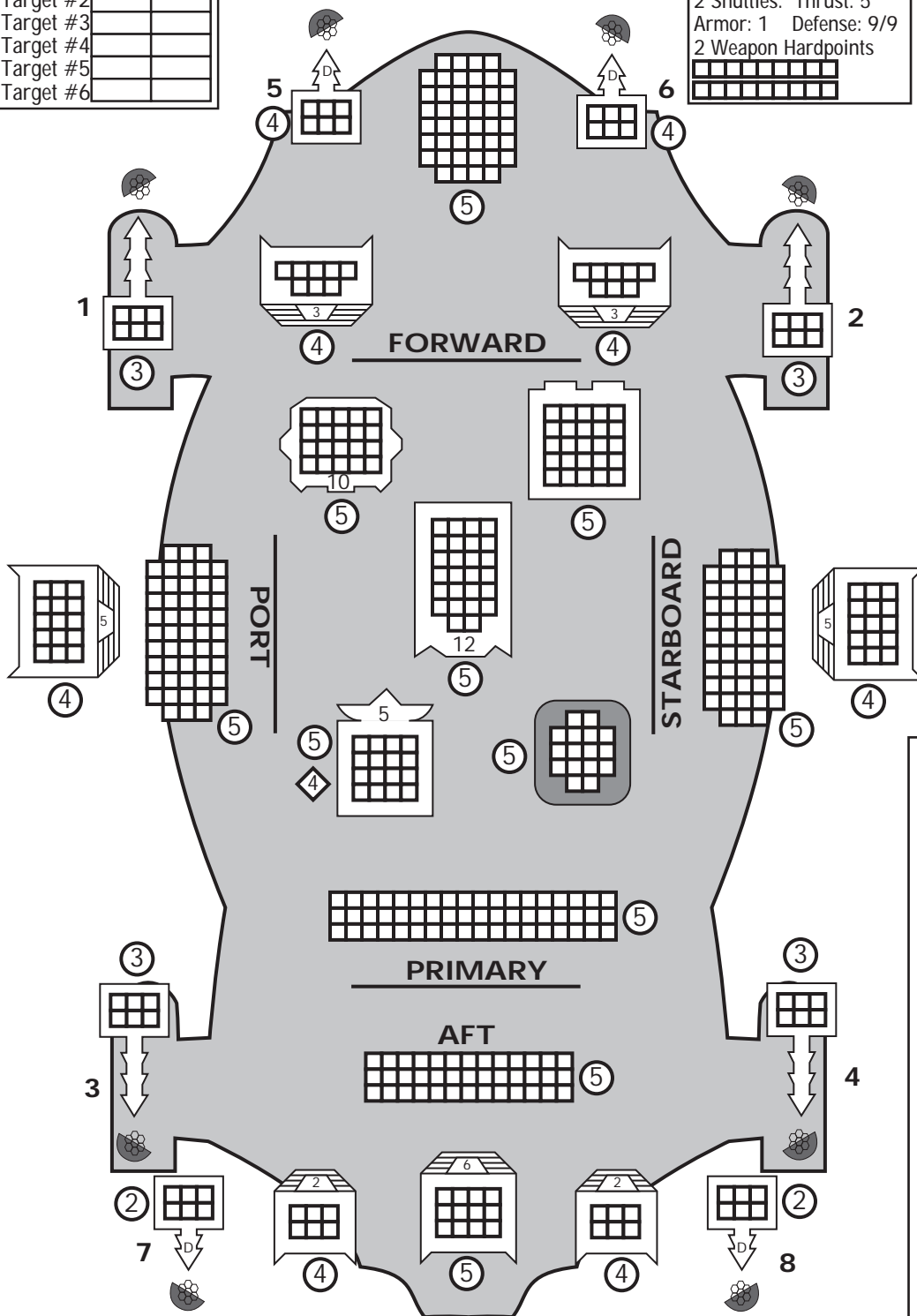
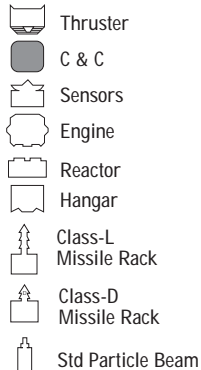
2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/9

2 Weapon Hardpoints



ICON RECOGNITION



MISSILES

