



Kor-Lyan Koskova Battlecruiser

SPECS

Class: Capital Ship
In Service: 2255
Point Value: 800
Ramming Factor: 270
Jump Delay: 30 Turns

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

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

WEAPON DATA

Particle Cannon

Class: Particle
Modes: Raking
Damage: 2d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
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.

Class-F Missile Rack

Class: Ballistic
Missiles: 10
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: Varies
Can fire as a class-S, class-L, or class-R rack.

Proximity Laser

Class: Ballistic (Laser)
Mode: Raking
Damage: 3d10+8
Maximum Range: 30
Range Penalty: -1 per 2 hexes
Fire Control: +0/+0/-
Intercept Rating: N/A
Rate of Fire: 1 per 3 turns

FORWARD HITS

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

SIDE HITS

1-5: Port/Stb Thrust
6-7: Class-F Rack
8-9: Proximity Laser
10-11: Class-D Rack
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-6: Primary Struct
7-8: Reload Rack
9-10: Particle Beam
11-12: Jump Drive
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

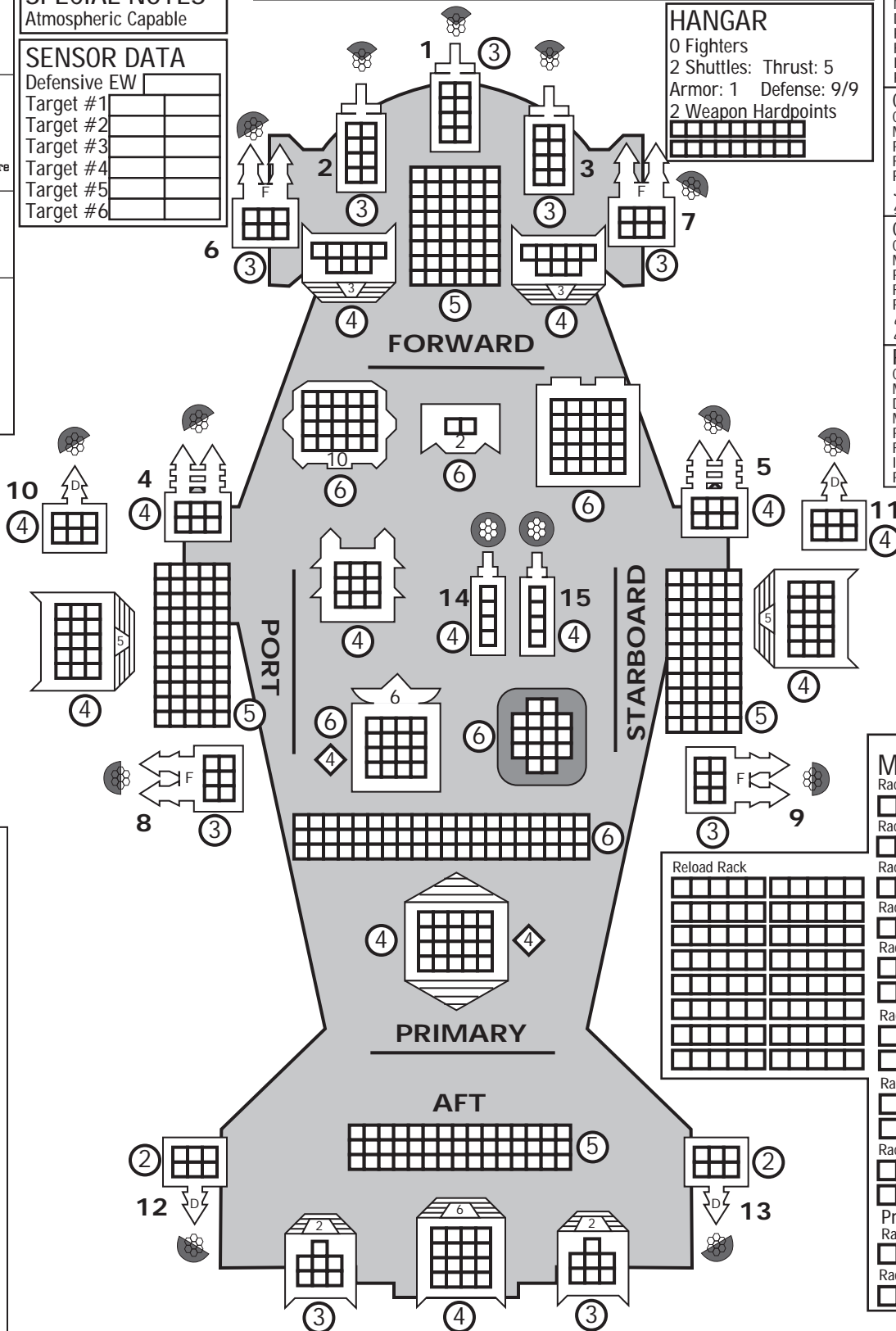
Target #4

Target #5

Target #6

HANGAR

0 Fighters
2 Shuttles: Thrust: 5
Armor: 1 Defense: 9/9
2 Weapon Hardpoints



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Reload Rack
- Class-F Missile Rack
- Class-D Missile Rack
- Proximity Laser
- Std Particle Beam
- Particle Cannon

MISSILES

Rack #6

Rack #7

Rack #8

Rack #9

Rack #10

Rack #11

Rack #12

Rack #13

Proximity Lasers

Rack #4

Rack #5

Rack #6

Rack #7

Rack #8

Rack #9

Rack #10

Rack #11

Rack #12

Rack #13

Rack #14

Rack #15