







# Kor-Lyan Solyrn Missile Destroyer

SPECS		MANEUVERING						COMBAT STATS					
Class: Hvy Combat Vsl		Turn Cost: 3/4 Speed						Fwd/Aft Defense: 13					
In Service: 2237		Turn Delay: 3/4 Speed						Stb/Port Defense: 14					
Point Value: 650		Accel/Decel Cost: 3 Thrust						Engine Efficiency: 2/1					
Ramming Factor: 150		Pivot Cost: 3+3 Thrust						Extra Power: +0					
Jump Delay: N/A		Roll Cost: 2+2 Thrust						Initiative Bonus: +6					
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	1	2	3	3	4	5	6	6	7	8	9	9	
Turn Delay	1	2	3	3	4	5	6	6	7	8	9	9	

WEAPON DATA	
<b>Class-R Missile Rack</b> Class: Ballistic Missiles: 20 Range Penalty: None Fire Control: +3/+3/+3 Rate of Fire: 1 per turn	 
<b>Class-L Missile Rack</b> Class: Ballistic Missiles: 20 Range Penalty: None (+10) Fire Control: +3/+3/+3 Rate of Fire: 1 per 2 turns	 
<b>Class-D Missile Rack</b> Class: Ballistic Missiles: 20 Range Penalty: None Fire Control: +3/+3/+3 Rate of Fire: 1 per turn <i>Special: Fires only missiles of types A, C, I, or Z.</i>	 

## FORWARD HITS

1-4:	Retro Thrust
5-6:	Class-L Rack
7-8:	Class-R Rack
9-10:	Class-D Rack
11-18:	Fwd. Structure
19-20:	PRIMARY Hit

## AFT HITS

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

## PRIMARY HITS

1-7:	Primary Structure
8-9:	Port/Stb Thruster
10-11:	Reload Rack
12-13:	Sensors
14-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C & C

## SPECIAL NOTES

Restricted Deployment (10%)	Atmospheric Capable
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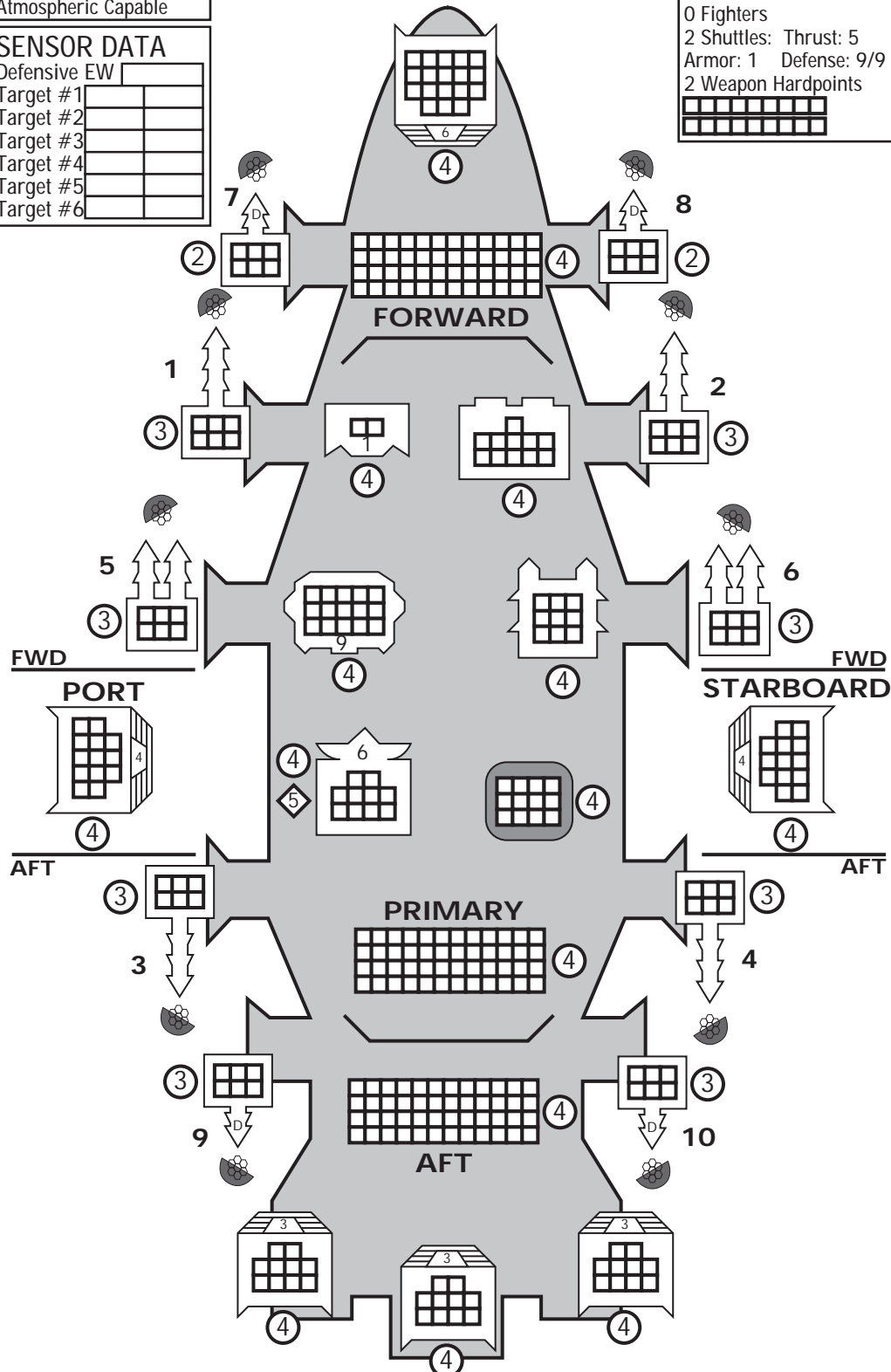
## SENSOR DATA

## Defensive EW

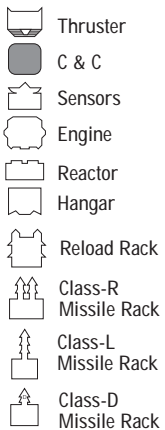
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

# HANGAR

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



## ICON RECOGNITION



## MISSILES

[illegible]

## Reload Rack

[illegible]