

# Kor-Lyan Kolosk Battlecruiser

## SPECS

Class: Medium Ship  
In Service: 1972  
Point Value: 325  
Ramming Factor: 60  
Jump Delay: N/A

## MANEUVERING

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

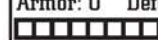
## COMBAT STATS

Fwd/Aft Def: 13  
Stb/Port Defense: 14  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +11

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: 3  
Armor: 0 Defense: 9/9



## WEAPON DATA

### Lt Particle Cannon

Class: Particle  
Modes: Raking  
Damage: 2d10+8  
Range Penalty: -1 per hex  
Fire Control: +4/+2/+0  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

### Lt Particle Bolt

Class: Particle  
Modes: Standard  
Damage: 1d10+2  
Range Penalty: -2 per hex  
Fire Control: +1/+1/+2  
Intercept Rating: -1  
Rate of Fire: 1 per turn

### Class-SO Missile Rack

Class: Ballistic  
Missiles: 12  
Range Penalty: None  
Fire Control: +2/+2/+2  
Rate of Fire: 1 per 2 turns

## FORWARD HITS

1-4: Retro Thrust  
5-6: Missile Rack  
7-8: Light Particle Cannon  
9: Light Particle Bolt  
10-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-4: Main Thrust  
5-6: Light Particle Bolt  
7-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

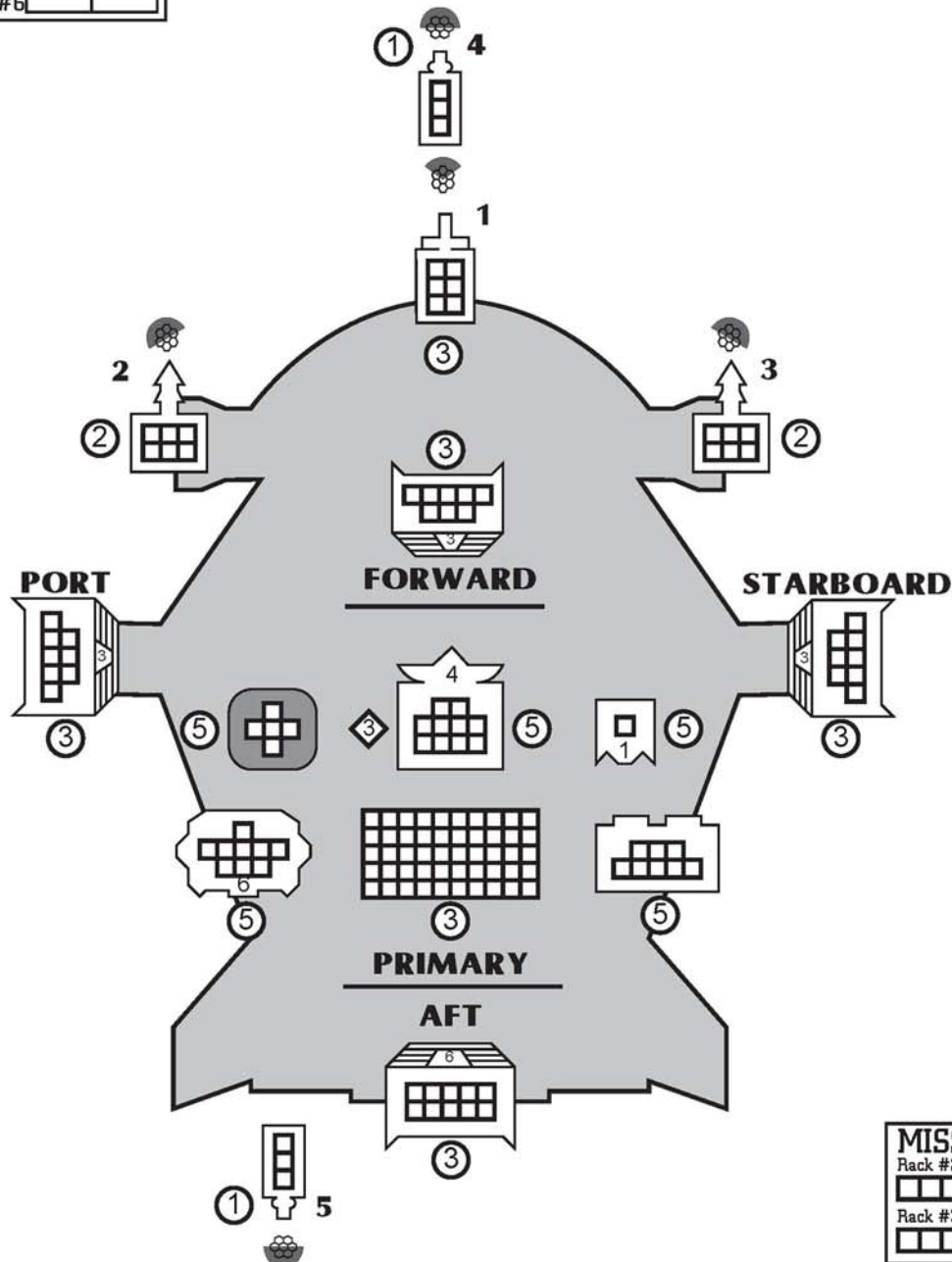
1-8: Port/Stb Thrust  
9-10: Hangar  
11-13: Sensors  
14-16: Engine  
17-18: Reactor  
19-20: C & C

## SPECIAL NOTES

Primitive Sensors  
(May not boost EW using power)

## SENSOR DATA

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



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-SO Missile Rack
- Lt Particle Cannon
- Light Particle Bolt

## MISSILES

Rack #2															
Rack #3															