

Kor-Lyan Kosha Light Cruiser

SPECS

Class: Capital Ship
In Service: 2219
Point Value: 525
Ramming Factor: 220
Jump Delay: NA

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: 0
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-L Missile Rack

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

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, F, I, or C.

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4: Retro Thrust
5-7: Particle Cannon
8: Class-D missile rack
9: Standard Particle Beam
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-7: Class-L missile rack
8: Class-D missile rack
8-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Class-L missile rack
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-12: Sensors
13-15: Engine
16-17: 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

Early Kosha Cruiser 2190-2219

From 2190-2219, replace all Class-L racks with Class-S missile racks and lower the cost of the ship by 25 points.

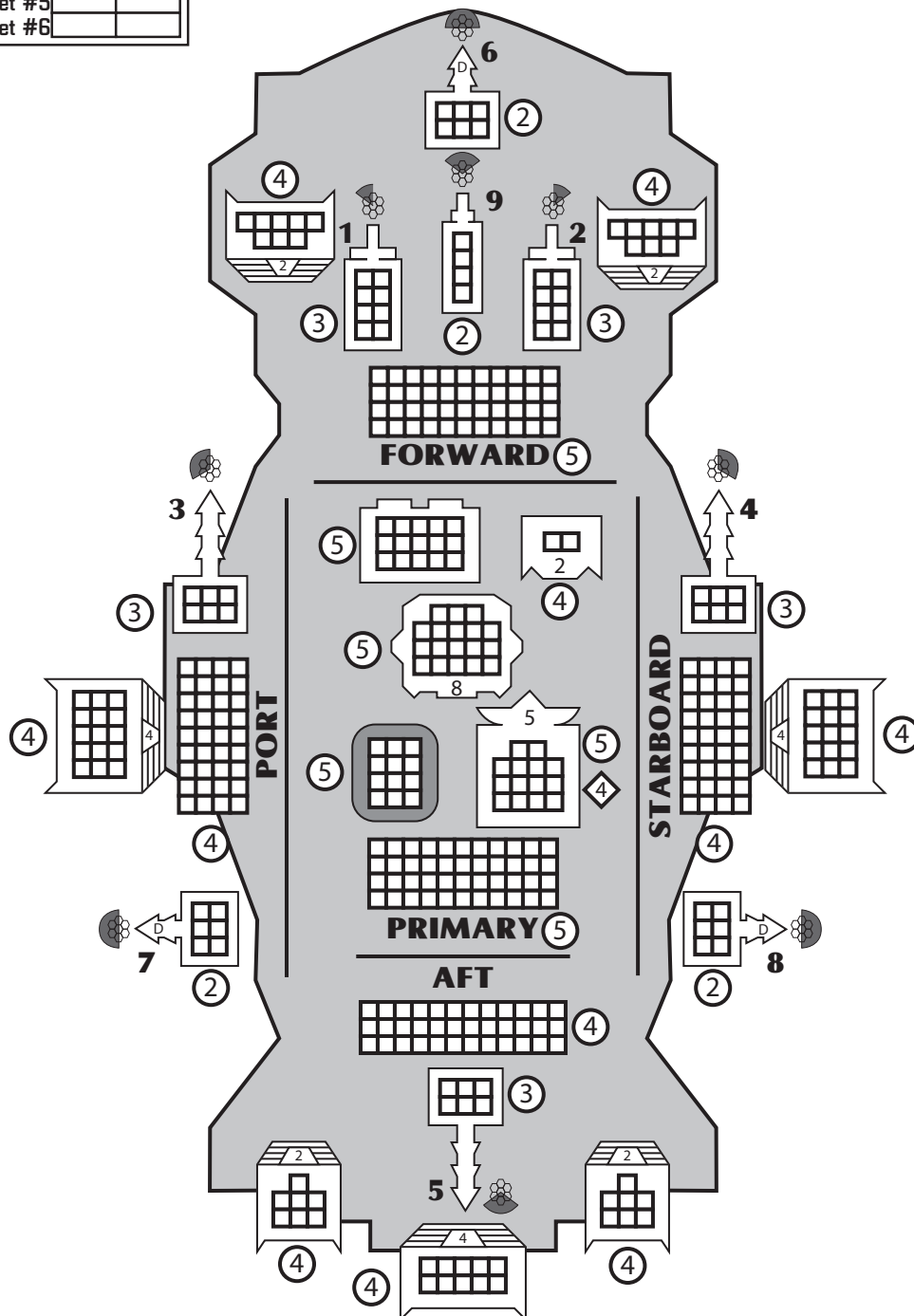
HANGAR

0 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/9

2 Weapon Hardpoints



ICON RECOGNITION

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

MISSILES

Rack #1 (L)



Rack #2 (L)



Rack #3 (L)



Rack #6 (D)



Rack #7 (D)



Rack #8 (D)

