

# Kor-Lyan Vulark Light Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service: 2208  
Point Value: 450  
Ramming Factor: 120  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 12  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +4

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

## WEAPON DATA

### 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-S Missile Rack

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

### Ballistic Mine Launcher

Class: Ballistic Mode: Proximity Damage: By mine type Maximum Range: 30 Range Penalty: None Fire Control: N/A Intercept Rating: N/A Rate of Fire: 1 per 2 turns	 
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## 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

## MISSILES

[illegible]

## Reload Racks

Reload Rack #10

**BALLISTIC  
MINES** ★

Rack #8

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Mine Storage


## FORWARD HITS

1-5:	Retro Thrust
6-7:	Class-S Rack
8-9:	Class-D Rack
10:	Particle Cannon
11-18:	Fwd. Structure
19-20:	PRIMARY Hit

## AFT HITS

1-8:	Main Thrust
9-10:	Balistic Mines
11-18:	Aft Structure
19-20:	PRIMARY Hit

## PRIMARY HITS

1-4:	Primary Structure
5-6:	Port/Stb Thruster
7-8:	SPB
9-10:	Class-S Rack
11-12:	Reload Rack
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

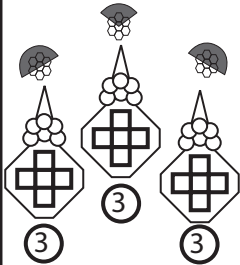
Target #4

Target #5

## 2248 Refit

Point Value: 650

1. Replace Missile Rack 3, 4 and 5 with Balistic torp 3, 4 and 5.



## ICON RECOGNITION

