

Kor-Lyan Raklavi Advanced Carrier

SPECS

Class: Capital Ship
In Service: 2269
Point Value: 800
Ramming Factor: 250
Jump Delay: N/A

MANEUVERING

Turn Cost: $\frac{2}{3}$ 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: 17
Engine Efficiency: 4/1
Extra Power: +1
Initiative Bonus: +0

WEAPON DATA

Class-X Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: N/A(+10)
 Fire Control: +4/+4/+4
 Rate of Fire: **1 per turn**
*No Delays, Special Ammo Crit's
 or Reduction of fire control*

Advanced Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +5/+5/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

Class-Z Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +4/+4/+4
Rate of Fire: 2 per turn
Special: Any Combination of types A or C at no cost.

FORWARD HITS

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

SIDE HITS

1-5:	Port/Stb Thrust
6-10:	Adv. Particle Beam
11-18:	Port/Stb Structure
19-20:	PRIMARY Hit

AFT HITS

1-6:	Main Thrust
7-8:	Class-Z Rack
9-10:	Class-X Rack
11-12:	Aft Hangar
13-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS

1-11:	Primary Struct
12-13:	Sensors
14-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C & C

SENSOR DATA

Defensive EW

Target #1

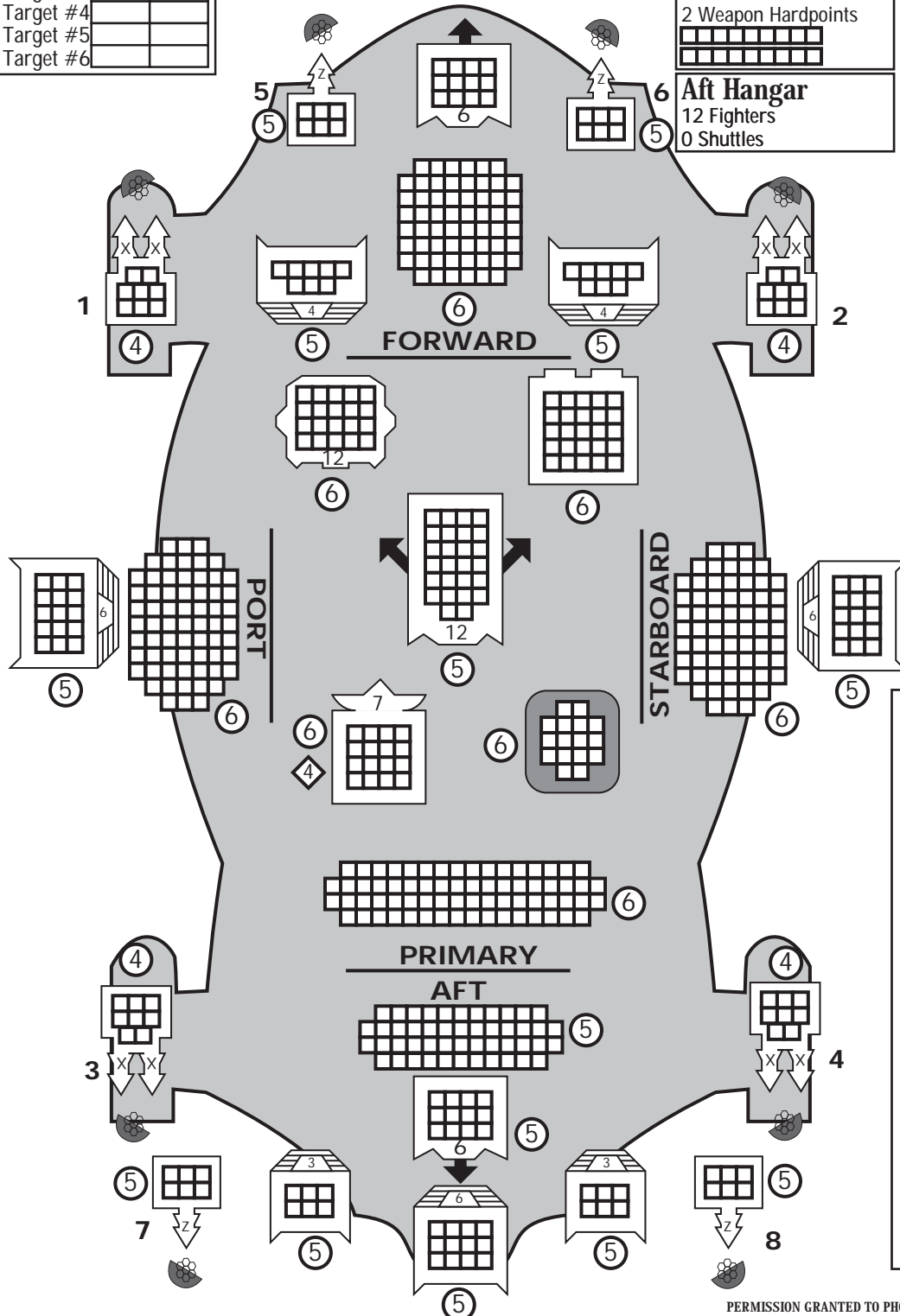
Target #2

Target #3










Target #4

Target #5

Target #6



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Class-X Missile Rack
	Class-Z Missile Rack
	Adv Particle Beam

MISSILES

Rack #1

Rack #2

Rack #3

Rack #4

Rack #5

Rack #6

Rack #7

Rack #8
