

Kor-Lyan Trylkan Ballistic Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 2251
Point Value: 525
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING

Turn Cost: 3/4 Speed
Turn Delay: 3/4 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: +0
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

Proximity Laser

Class: Ballistic (Laser)
Mode: Raking
Damage: 3d10+8
Maximum Range: 30
Range Penalty: -1 per 2 hexes
Fire Control: +0/+0/-
Intercept Rating: N/A
Rate of Fire: 1 per 3 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

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.

FORWARD HITS

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

AFT HITS

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

PRIMARY HITS

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

SPECIAL NOTES

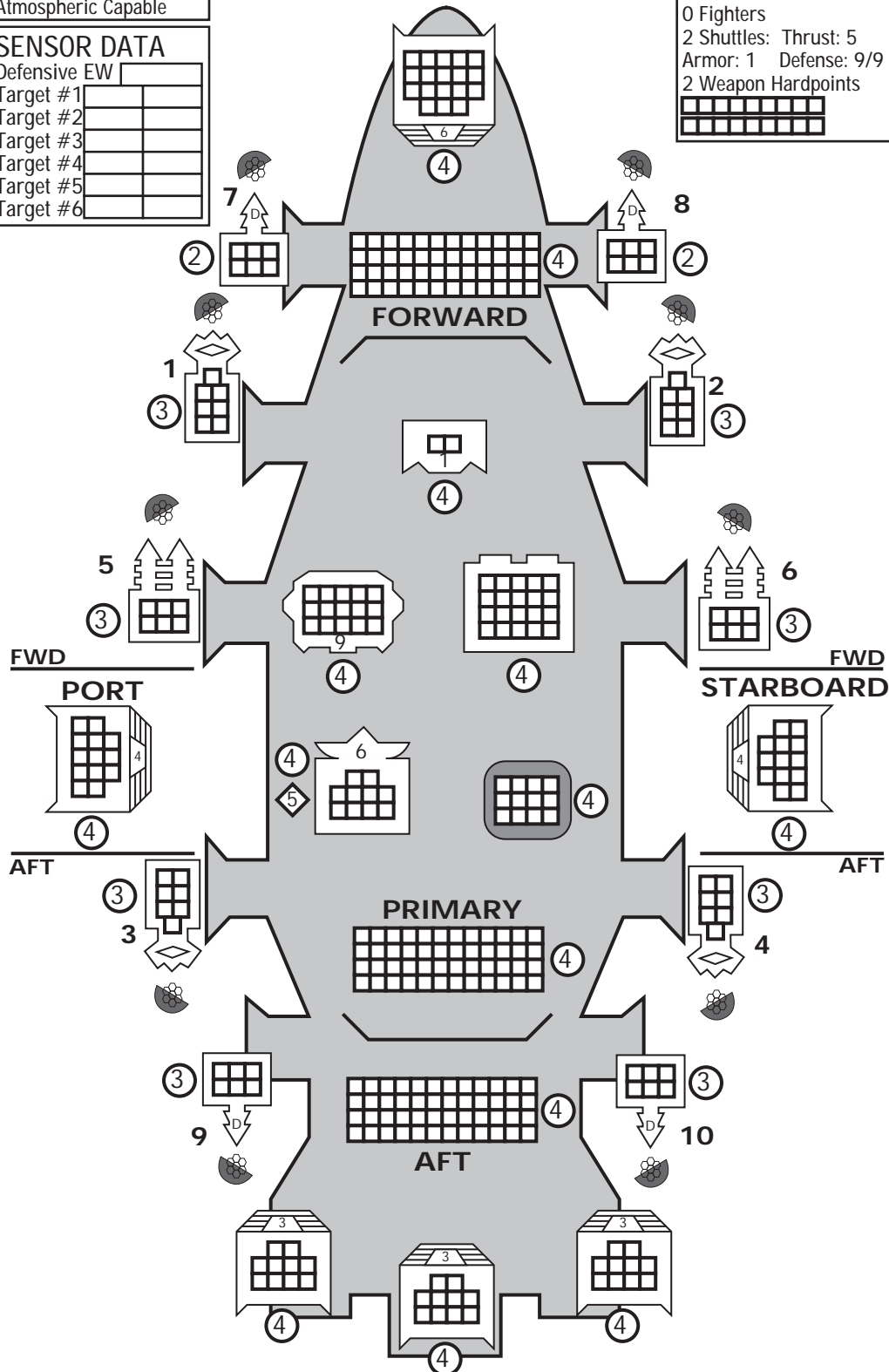
Restricted Deployment (10%)
Atmospheric Capable

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

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Proximity Laser
- Ballistic Mine
- Class-D Missile Rack

BALLISTIC MINES

Rack #1				
Rack #2				
Rack #3				
Rack #4				
Mine Storage				

MISSILES

Rack #7				
Rack #8				
Rack #9				
Rack #10				

PROX LASERS

Weapon #5				
Weapon #6				