

# Kor-Lyan Verloka Mine Cruiser

## SPECS

Class: Capital Ship  
In Service: 2256  
Point Value: 675  
Ramming Factor: 270  
Jump Delay: 30 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 5 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: +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-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-F Missile Rack

Class: Ballistic  
Missiles: 10  
Range Penalty: None  
Fire Control: +3/+3/+3  
Rate of Fire: Varies  
*Can fire as a class-S, class-L, or class-R rack.*

### 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

## FORWARD HITS

1-4: Retro Thrust  
5-7: Particle Cannon  
8-10: Ballistic Mine  
11-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: Class-F Rack  
8-9: Ballistic Mine  
10-11: Class-D Rack  
12-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

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

## PRIMARY HITS

1-6: Primary Struct  
7-8: Reload Rack  
9-10: Std Particle Beam  
11-12: Jump Drive  
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

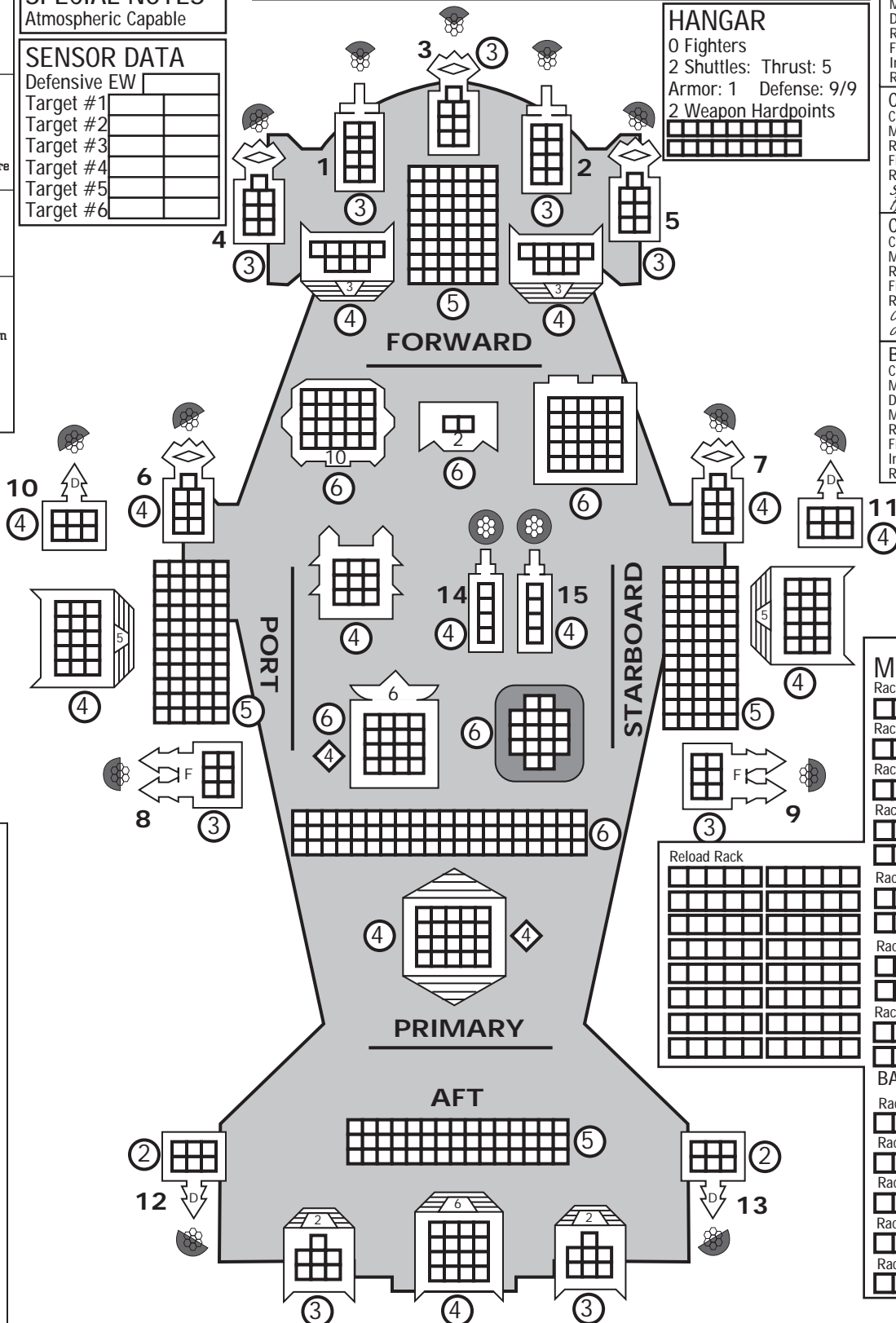
Target #4

Target #5

Target #6

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 5  
Armor: 1 Defense: 9/9  
2 Weapon Hardpoints



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Reload Rack
- Ballistic Mine
- Class-F Missile Rack
- Missile Rack
- Std Particle Beam
- Particle Cannon

## MISSILES

Rack #8

Rack #9

Rack #8

Rack #10

Rack #11

Rack #12

Rack #13

Rack #11

Rack #12

Rack #13

Rack #11

Rack #12

Rack #13

Rack #11

Rack #12

Rack #13

Rack #11

Rack #12

Rack #13

Rack #11

Rack #12

Rack #13

Rack #11

Rack #12

Rack #13

Rack #11

Rack #12

Rack #13

## BALLISTIC MINES

Rack #3

Rack #4

Rack #5

Rack #6

Rack #7

Rack #3

Rack #4

Rack #5

Rack #6

Rack #7