

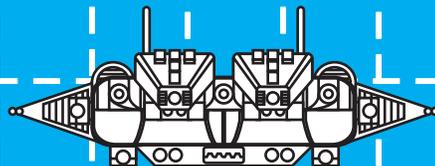
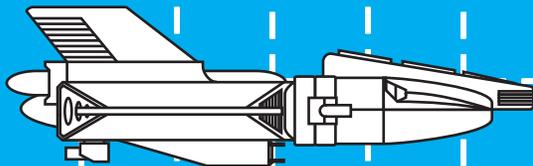
**EarthForce Intelligence
Report: K-2-HCV1-3**

**Class: Yi Sun-shin
Refit: No. 3
In-Service: 2187**

- **2xMed Chemical Laser**
- **4xStd Particle Beam**
- **2xClass-50 Rack**

**Armor Rating: 3
Sensor Rating: 4**

Threat Rating: Yellow



SMALL RACES 1

The Republic of Korea

**“Don’t try to cover the whole sky
with the palm of your hand.”**

-- Korean Proverb --

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Chapter 1: 38th Parallel

Commodore Yong-Jo sat in his shock chair, apparently without a care in the world. Of course he was surrounded by his bridge crew at the moment and the first rule of command was to always appear calm and in control. At the moment Yong-Jo was finding it difficult to maintain his calm facade given the contents of the flash intelligence report he had just received. The idea that the Earth Alliance would finally act militarily against Korea and the other independent nations of Earth was almost impossible to believe. And yet the new Clark Administration had been making sweeping changes within the command staff of EarthForce over the last several months and was continuing to press its Earth first policies.

If Korean Intelligence was on the mark, even now, there was an EarthForce strike group shadowing his squadron, waiting for time to run out on the ultimatum from the Earth Alliance for Korea to stand down its forces. Appended to the intelligence report was a new set of orders, giving Yong-Jo the right to exercise independent command and, if necessary, the option to escape to neutral space. To that end, he ordered the jump engine on his Oryonggeo-class Heavy Cruiser, the *KNS Daegu*, to be brought out of cold shutdown and spooled up. His Commander Air Group (CAG) had ordered the *Daegu's* squadron of Valkyrie fighters to be launched and the rest of the task force was arming weapons. All Yong-Jo needed was a little time and he and his command would be safely hidden in hyperspace to wait out the crisis whatever it was. Commodore Yong-Jo hated waiting.

An insistent chime ended the waiting moments later. Lieutenant Jung-Oh, at the sensor station, calmly reported "Jump point forming! Multiple contacts exiting at point 4 by 3 carom 8," even as the tactical plot on the main view screen was updated. Commodore Yong-Jo ordered the fleet to combat speed and began to reorient his squadron towards the jump point and the potential threat. The CAG also wasted no time ordering his fighters to combat speed. Both he and Commodore Yong-Jo could apologize later if they were over-reacting.

In the midst of the sudden flurry of activity on the bridge, Lieutenant Jung-Oh reported that the contacts were an EarthForce squadron consisting of an Omega Destroyer, an Oracle Scout Cruiser and a pair of Tethys Police Cutters. Communications Officer In-Tak had already transmitted a standard greeting

and was still waiting for a response. Instead, the Omega was launching fighters, which included a full squadron of the next generation of Starfury fighters, the Thunderbolt.

Everything about the EarthForce squadron's actions screamed aggression, but as yet the Alliance ships had remained strangely quiet. Was a stand down order coming? Would they simply open fire? Commodore Yong-Jo found himself in a bit of a quandary. Every moment that passed reduced the range between the two squadrons, and reduced his options should combat ensue. Yet every passing moment meant his jump engine was that much closer to activating, rendering any potential aggressions mute. In the background he could hear his gunners prioritizing targets, and his CAG targeting the Thunderbolts and making the obvious point that they should make every shot count.

On the tactical board, the Jangeom-class Patrol Cutters were launching their assault shuttles, with orders to engage the two Tethys. They were a good squadron and knew the drill, leaving Commodore Yong-Jo to ponder some move that might somehow prevent this disaster. Talking was probably hopeless, but it might buy enough time to get the hell out of there. "Open channels with that Omega. And don't take no for an answer." Lieutenant In-Tak hunched over his console and began the likely impossible task of trying to get someone on the Omega to respond.

Suddenly, Lieutenant Jung-Oh broke the standoff, "Weapon Lock...Energy Spike...INCOMING FIRE!" The main screen polarized as the Omega opened fire. Heavy lasers slashed out towards his ship, and the *Daegu* rocked with the impact of a least one hit. At the same time, heavy pulse cannon fire was sleeting over the *KNS Taejon*, one of his Goguryeo-class Armored Cruisers. Commodore Yong-Jo realized that a lot of pulses were finding the mark and briefly wondered at the accuracy before realizing that the Oracle Scout Cruiser was probably providing targeting aid. Jung-Oh barely had time to order his own squadron to return fire, when a medium laser from the Oracle swept across the *Daegu*, rocking the ship yet again and blowing out the main bridge view screen.

Using his command chair view screen, Yong-Jo watched as his squadron opened fire. A barrage of medium lasers, punctuated by *Daegu's* heavy laser, swept out from his fleet, targeting the leading Tethys Police Cutters, though the *KNS Taejon* responded with only one of its two. In an instant, one of the Tethys was reduced to a crippled hulk while the second was only damaged. Assault shuttles from the

Janggeom swarmed in hoping to take advantage of the damage. In the void between the two fleets his dozen Valkyrie fighters slammed into the two dozen approaching EarthForce fighters. A series of flashes spread through the ranked fighters, and when the explosions cleared, eight Thunderbolts and all of his Valkyrie's were simply gone.

The EarthForce fighters, undaunted by their losses, continued to close with the Korean fleet. Missiles from the remaining Thunderbolts arrived first, all directed at the *Daegu*. Many were intercepted by particle beam fire, but just as many hit. *Daegu's* heavy laser was lost in a simultaneous impact of two missiles, as was a laser/pulse array, previously damaged by laser fire from the Omega. A retro thrust was also a tattered wreck, but then the fleet was hardly going to slow down.

Commodore Yong-Jo watched with calm appreciation as the EarthForce fighter group charged down the throat of his squadron, ignoring the other ships to reach his *Daegu*. Despite being chopped to ribbons by the combined fire of particle beams and pulse mode laser/pulse arrays, a flight of Starfury's still managed to win through and pile additional hurt on his ship. Fortunately, the all important jump engine remained undamaged, and the rear firing laser/pulse arrays of the *Daegu* made them pay as the swept past.

Had this been a war game, Commodore Yong-Jo would have been smiling. His force had just taken out a large EarthForce fighter group, crippled a Tethys and damaged a second at the cost of his fighter squadron, a severely damaged Goguryeo and a heavily damaged Oryonggeo. Unfortunately, this was all too real and real people were dying at the hands of their own kind. Still, there remained a grim satisfaction for a job well done.

And then *KNS Taejon* exploded. Yong-Jo mentally cursed as he realized that he had lost his battlefield awareness during the EarthForce fighter strike. The Omega's captain, whoever he was, had aggressively continued to charge his vessel at the Korean squadron, rightly assuming that the Korean force would become over concentrated on the attacking fighters. The Omega's heavy pulse cannons had just finished off the *Taejon*, even as massed particle fire chewed up the Janggeom-class Patrol Cutter *KNS Jirisan* and its aft firing heavy laser cannons savaged her sister, the *KNS Odaesan*.

Fortunately, Lieutenant Jung-Oh had not been caught as unaware and thanks to his efforts with the *Daegu's* counter measures, only one of the Omega's two forward heavy lasers hit, despite the short range.

And though it proceeded to remove *Daegu's* remaining forwards heavy weapons, the critical jump engine remained safe. But in that moment, the Omega destroyer had managed to single handedly knock out three ships. The trailing Oracle proceeded to add insult to injury by pouring fire into the already damaged *KNS Jirisan*.

Commodore Yong-Jo belatedly ordered his squadron to concentrate all available fire on the Omega. But standard particle beams and medium pulse cannons, in the face of the Omega's bulk, its interceptors and that damn energy web were just not making a big enough impression fast enough. The squadron simply didn't have the fire power left to handle the Omega. It was time to go.

Unfortunately, the jump engine needed just a few more moments and Yong-Jo simply didn't have it. The Omega was about to centerline the *Daegu* and hit her with massed particle beam fire and his cruiser was simply too beat up for something critical not to be hit.

Suddenly, all three Janggeom cutters launched their breaching pods at the Omega. Thanks to the Omega's charge the range was close and the breaching pods would be there in an instant. The Omega's captain now found himself in a bind. Fire at the *Daegu* and MAYBE take out her jump engine, or fire on the approaching breaching pods, which were about to attach themselves to his ship. If all six breaching pods attached, their combined marine force MIGHT be able to take his ship.

Particle beam fire from the Omega was redirected at the breaching pods and four of the six were blasted out of existence. Yet as they died, the jump engine on *Daegu* finally completed charging. Commodore Yong-Jo ordered an immediate jump and *Daegu* along with only two other ships from his squadron jumped away.

In the safety of hyperspace, Commodore Yong-Jo considered his options. None were particularly appealing. His country was likely lost. Yong-Jo was pragmatic enough to recognize that Korea would not be able to hold its own again the entirety of the Earth Alliance. But the *Daegu* was not the only jump capable ship in the Korean Navy, so other elements of the fleet may have escaped. But where to meet? Where to regroup? Where could he get the help he needed to take back his home, his country? There was really only one choice. "Navigator! Plot a course for Babylon 5."

Chapter 2: Comes the Alliance

The formation of the Earth Alliance began in the late 2070's and while many nations embraced the formation of this organization, several questioned the potential for inequality in such an organization. Over the next decade, most nations would choose to join, seeking economic aid for their depressed economies. Despite persistent pressure from Alliance members, a few nations would still choose to go it alone and remain fully independent.

One of these independent nations was the Republic of Korea. At the time of the formation of the Earth Alliance, Korea was already an economic powerhouse in the pan-asian region. More importantly, Korea's economy had managed to avoid the depression that had gripped most of the world. Economic aid from the Earth Alliance was therefore of little incentive, and Korea recognized that should they become a member, they would likely be relegated to secondary position behind the larger more traditional powers. Better to remain independent and in charge of their own destiny.

Foundation of a Navy

Even as the Earth Alliance was forming, the people of Earth finally began to exploit the outer asteroid fields of the solar system. This exploitation was led by a combination of corporations, countries, and even wealthy individuals. Korea was an early proponent for this push, but was initially hamstrung by a weak space program. Their attempts to team with other nations proved fruitless due to Earth Alliance directed embargoes. Korea was thus forced to go it alone, and would have to develop its own indigenous space program. They approached the problem with the same energy they applied to all of their endeavors and would quickly become an active player in the asteroid fields.

Unfortunately, like past gold rushes, the new frontier that was the asteroid fields quickly became home for a less savory element, namely pirates. A number of the more aggressive pirate groups were suspected of being backed by various independent Earth governments. The Republic of Korea was usually at the forefront of these various pirate allegations. The Koreans argued that they were as heavily invested in the asteroid fields as anyone and had suffered their own share of pirate predation. They countered with the argument that this was just another form of pressure by the Earth Alliance. Despite their protestations, the rumors persisted,

though no credible evidence was ever produced to allow for an official Earth Alliance response.

With only remote governmental authority in the region, a number of mining organizations were forced to combine into a protective union. This union, later known as the Belt Alliance, along with the larger mining groups and the various national interests began to arm their ships, militarizing the asteroid fields. Korea responded by forming its own space navy, whose publicly stated mission would be to control the aerospace over the peninsula and protect Korea's asteroid field interests.

To that end, Korea began construction on two classes of hulls. The larger of the two was the Yi Sun-shin class corvette, whose stated role would be to act as the main combat element of the fleet. The Yi Sun-shin's stable mate was the Kobukson class patrol ship. This class was intended to be Korea's contribution to Quarantine Command, a joint operation by all Earth nations, in or out of the Earth Alliance, to provide customs, search and rescue and anti-smuggling services for the entire planet. Unsurprisingly, the primary mission zone for the Kobukson would be over Korean space. Both classes entered service in Y2120.

The simultaneous introduction of both classes came as a great surprise to the leadership of the Earth Alliance. Earth Alliance Intelligence had been aware of ongoing design activities within the Republic, as well as heightened industrial activity, but they failed to understand the scope of Korea's goals. Observation of these ships in service convinced Earth Alliance leadership that neither ship class was equipped with cutting edge technology, but their mere presence would become a continuing thorn in the side of Earth Alliance for decades to come.

Even as they deployed their new fleet, the Koreans watched with interest as the Belt Alliance deployed its Alpha-series fighter in Y2123. Despite the Alpha's innovative appeal, the Koreans weren't prepared to take the fighter plunge, feeling that the space only Alpha was too limited. The Koreans felt they needed an atmospheric capable fighter, which could serve double duty within Korean airspace as well as outer space. Realizing that they lacked sufficient aerospace fighter development skills, the Koreans discretely offered funding aid to the Belt Alliance to support the development of its atmospheric capable Beta-series fighter. Officially released for sales in Y2126, the Korean navy was first in line, and purchased enough fighters to deploy several squadrons.

Enter EarthForce

In order to counter the escalating piracy and provide a means of combating independent national forces, Earth Alliance formed EarthForce in Y2130. Initially, EarthForce was assembled from the preexisting forces of the member nations of the Earth Alliance. This force was then supplemented with new Earth Alliance funded equipment and ships.

After its creation, the Earth Alliance Senate wasted no time in sending EarthForce into the midst of the asteroid fields with orders to establish law and order. While there were some skirmishes between EarthForce and the Belt Alliance, the Koreans remained steadfastly uninvolved, though there remained the persistent rumor that the Republic was continuing to support some of the larger pirating consortiums. Once again, no proof was ever found to substantiate this rumor, because, simply put, none existed. The Koreans had wisely decided not to support these large pirate organizations. Instead, they supported a number of independent and entrepreneurial individuals through a series of false fronts and cut outs.

The wisdom of their decision was proven by the aggressive approach taken by the Earth Alliance in regards to Raiders and the other large space fairing organizations, like the Belt Alliance. The organized pirates were quickly broken, while the Belt Alliance found itself legally limited to small fighters, patrol craft and convoy escorts. By virtue of its discretion, Korea's navy remained largely unchecked.

Politically handcuffed to small ships and fighters, the Belt Alliance intensified its efforts towards fielding its next generation fighter, the Gamma-series. Interestingly, the new fighter was deployed simultaneously with the Republic of China in Y2135. In response, the Korean navy once again lined up with the other organizations to order the new fighter only to be denied a sale. Unbeknownst to the Koreans, the Republic of China had funded a significant portion of the Gamma's development and procured the manufacturing rights as well. China took advantage of the opportunity for a little regional posturing, and refused to allow the Belt Alliance to sell Gamma fighters to the Koreans. Interestingly, China itself would later sell the new fighter to the Republic of South Africa.

The Centauri

During the 1930's and 40's Korea, in a show of global unity, supported a number of Earth Alliance sponsored missions to nearby stars. Korean scientists and investors, teamed with other nations

and helped to settle Mars. Yet despite these successes, the illusion of unity was just that. The Earth Alliance was fracturing, with rising tensions between nations and factions seen as inevitably leading to civil war. A military build-up by EarthForce all but forced Korea to increase funding of its own military. Korean Intelligence once again began to aggressively fund Raider activities to draw off EarthForce attention and forces, while punishing those nations perceived as a direct threat. The Koreans, along with the world, were preparing for the next world war.

Then, in Y2156, the Centauri Republic made First Contact. They were far more advanced, and demonstrably more powerful, than the combined forces of Earth. The war that was so close to erupting was summarily forgotten and a new sense of global unity was born. Despite the new reality of a universe filled with aggressive species, Korea would continue to resist the renewed invitations to join the Earth Alliance. They would continue to go their own way.

This was not to say that Korea wasn't willing to continue working with the other organizations. When the Earth Alliance founded the first extra-solar colony at Proxima III in Y2164, Korea was all too willing to help with the expenses by provided much needed funding for colonization and industrialization of the system. In fact, Proxima Centauri would turn out to be rich in Quantum 40, vital in the construction of jump gates and engines, and Korea would reap a sizable profit for its efforts. Korea would also continue to work with the Belt Alliance, aiding its expansion into the new extra-solar colonies of the Earth Alliance, and supporting its attempts to break into alien markets.

Flush with its extra-solar profits, the Korean Navy began a fleet wide upgrade that updated both the Yi Sun-shin class (Y2164) and the Kobukson class (Y2165) vessels, replacing their light blast cannons with the new light particle beams.

Unsurprisingly, the Koreans also investigated the possibility of purchasing the new Delta-series fighter that was deployed in Y2158. However, like the Gamma-series, the Delta-series was again the product of a joint development, only this time between the Belt Alliance and the Earth Alliance. And while the answer was not a flat out no, the Earth Alliance wanted to add a number of conditions to any sale. Conditions that Koreans felt they could not accept, forcing them to continue soldiering on with their now dated Beta-series fighter force.

Still, it was surprising that the Koreans chose not to push harder during the fighter negotiations. In

addition, the Earth Alliance intelligence community noted that the pace of the Korean fleet update was much slower than was initially expected. Followup covert investigations determined that money was being channeled into a number of other Korean naval projects, though the specifics of these projects remained unclear.

There were also indications of some sort of dialogue ongoing between Korea and the Centauri Republic. This generated a great deal of concern within Earth Alliance Senate. However, they lacked the ability to do anything about it. One of the near term results of these conversations was the delivery of a number of Centauri Lakrit class assault shuttles, which were then deployed on the Kobukson class patrol vessels.

Then in early Y2165 one of the Korean project was revealed when a brand new Yi Sun-shin class corvette was boosted into orbit. Surprisingly, upon reaching orbit, Korean engineers proceeded to cut the ship in half. Several months later, a new, never before seen hull section was launched, and this new section installed between the two halves of the Yi Sun-shin. Thanks to some architectural aid from the Centauri, Korea's first capital class vessel was placed into service in Y2166. The new cruiser was designated the Yi Song-gye class.

A year later, yet another project was revealed with the launch of entirely new platform. That platform was a missile armed defensive satellite designated the Nopunde-A (Y2167), which would provide planetary, or rather, peninsular defense. This trumped the deployment of the Earth Alliance defense grid satellites by a full two years. The laser armed Nopunde-B would appear the following year giving Korea its own flexible, though localized, defense grid.

These rapid additions to the Korean fleet were viewed with a certain amount of anxiety by the Earth Alliance leadership. The significant technological and architectural leads once held by the Earth Alliance member nations were obviously eroding away at an unsettling pace. The flexibility and drive displayed by the Korean nation had was once again been under appreciated and the Alliance needed to act.

Brush Wars

In Y2168, the Earth Alliance successfully tested a new technology dubbed the interceptor/eweb. This technology would not be shared with the Koreans nor any other independent organization within the Earth Alliance sphere of influence. The new interceptor kicked off a large scale naval building program, code

named Aegis. It started with a redesign of the fleet to use the new technology. It also introduced the Aries heavy fighter, developed solely by the Earth Alliance under a program known as Star Fury. The large and very capable Avenger-class heavy carrier was introduced simultaneously, and would allow EarthForce to conduct fighter operations far from Earth Alliance territory.

The new technology and ships would finally take EarthForce to the forefront of human space technology, much to the appreciation of the Earth Alliance Senate who chaffed at the strength of the independent nations. The Earth Alliance also announced that it would finally provide a planetary defense grid for the entirety of Earth with its own orbital satellites, two years after the installation of Korea's own local defense grid. A fact the Koreans took great pride in recognizing.

The strengthening of EarthForce was well timed, as these new and updated units would quickly see combat during the brief Koulani attack, the Ch'Lonas raids and in a series of skirmishes with the Centauri Republic. While Korean forces were not involved in any of these conflicts, their Admiralty and Intelligence communities carefully analyzed the resulting combat data. They realized, much like EarthForce, that their technology remained inferior to many of the other races, though the gap had narrowed considerably. In response, Korea instituted another set of fleet-wide upgrades in 2180's, which introduced the Class-SO missile rack and the standard particle beam.

In Y2192, a joint Earth Alliance/Belt Alliance project successfully produced the Delta-V, a remarkably successful aerospace fighter. Unbeknownst to the Earth Alliance, a sizable investment of capital had been provided by the Koreans to the Belt Alliance in support of this project. For their investment, the Koreans received a complete set of design plans for the Delta-V and manufacturing rights. Unbeknownst to the Belt Alliance or anyone else for the matter, the Koreans had already established a number of sales for the plans with other less reputable organizations, and in fairly short order had recovered their original investment several times over.

The result of these sales meant that a number of the more capable Raider groups began operating brand new Delta-V's of their own. The Belt Alliance saw the writing on the wall and immediately confronted the Koreans, who publicly claimed innocence, but offered a private settlement for their "indiscretions." While frustrated by the Korean's lack

of forthrightness, the Belt Alliance recognized the potential revenue opportunities and made a number of discrete sales of their own. Soon after, Earth Alliance officials were shocked to discover that alien governments were obtaining the Delta-V as well.

The Korean navy reaped the rewards with the complete replacement of their existing, and now aged, Beta fighter force with Delta-V fighters in Y2195. The added funds also allowed the Koreans to buy the basic hull of an Orion-Beta Space Station. Completed with Korean technology in Y2199, the Gojoseon class station would facilitate a Korean naval presence in Earth orbit for decades to come.

Interstellar

In Y2198, the Earth Alliance decided to shut down the old Centauri built jump gate orbiting Earth and replace it with a human built gate near the Io base at Jupiter. The idea was to keep potential enemies, who would be using the gate beacon system to navigate, out of Earth orbit long enough to allow a reaction by EarthForce. It had the added advantage of replacing the Centauri toll for gate use with an Earth Alliance equivalent. Naturally, Earth Alliance favored nations and organizations would receive priority and toll discounts at the new gate. Less favored nations, like the Koreans, would....not.

This became painfully obvious when rising tensions with the Narn Regime finally flared into open combat in Y2219. In response to the Narn aggression, access to the Io gate by non-Earth Alliance members was limited in order to prioritize support for the growing conflict. When the Narn invaded Epsilon Indi V, access to the gate was all but denied to any non-EarthForce units. Ultimately, the Narn forces were repelled with relative ease, but for Korea, the reality that the Earth Alliance could effectively cut them off from the interstellar community was a painful and lasting message.

What was needed was a jump capable vessel, specifically owned and operated by Korea. Unfortunately, the Earth Alliance was unwilling to provide any assistance towards the development of a Korean built jump engine. Initial projections, based on Korean-only technical resources, determined that a jump engine could be as far as a century away. Without some external aid, Korean access to hyperspace, and the universe at large, would remain tied to the whims of the Earth Alliance.

Fortunately, the Centauri Republic, already willing to sell the technology to the Earth Alliance, was equally willing to work with their good and dear friends, the independent nation of Korea. The Earth

Alliance's first indication that Korea was about to become an interstellar organization began when a new Yi Sun-shin hull climbed into orbit, rendezvoused with the Korean station, and was cut in half. While hardly unusual, the hull plug that followed was not the typical Yi Song-gye class hull piece. EarthForce Intelligence postulated a new variant of the cruiser hull, but when a Centauri freighter appeared soon after, requesting a rendezvous with the Korean station, interests were peaked. A large tail structure was removed from the freighter and attached to the new hull. The tail was easily identified by EarthForce as the typical housing for a Centauri jump engine. Completed in Y2218, the Haemosu class Jump Cruiser gave Korea access to hyperspace on their own terms and gave EarthForce a brand new headache.

The Haemosu class finally broke the back of even the most Earth Alliance-first member of the Senate. Despite furious cries for sanctions and embargoes to be levied against Korea, there simply wasn't anything the Senate could do short of declaring war. Korea had the necessary infrastructure to support space operations, and possessed interstellar friends in the form of the Belt Alliance and the Centauri Republic. It simply was not possible to force Korea to join the Earth Alliance and Korea was going to retain its interstellar membership despite the best efforts of the Senate and the Earth Alliance.

The only remaining option was to finally lift all the existing embargoes and take advantage of Korea's credits. With the technology embargo removed, the Korean navy could now update the fleet to the latest advances. To that end, Korea entered into a number of technology sharing contracts with various Earth Alliance member nations. These contracts would upgrade the Yi Sun-shin to cutting edge technology in Y2223. A year later, in an audacious move, the Korean's offered to buy an old Avenger-Beta Heavy Carrier hull that was designated for retirement from EarthForce service. Amazingly, the Earth Alliance Senate allowed the sale to go through amidst rumors of bribes and favors by the Koreans. Stripped of all proprietary technology and the jump engine, the hull was then towed to the Korean space station where it was outfitted with Korean technology and returned to service in Y2226 as the Jang Bogo heavy carrier.

The Dilgar

With near global unity, the nations of Earth were content to carve out their own sphere of known space without internal harassment and minimal intrigue. Unfortunately, this moment of peace would

not last long. The Dilgar were on the move.

Korea and the Belt Alliance actually felt the impact first, when their trade races were attacked by the rampaging Dilgar. By the time the Earth Alliance chose to notice, the Dilgar were at war with several important League nations, such as the Abbai and Drazi, and had conquered two others, the Alacan and Balosian.

The Earth Alliance responded with increasingly aggressive warnings, and a general mobilization of EarthForce. The major non-Earth Alliance Terran nations were asked to contribute forces to an expeditionary force in a personal request from the Earth Alliance president. Korea responded with a task force of eight ships, a sizable percentage of the total active force, which included the one of kind Jang Bogo heavy carrier and one of the two Haemosu class Jump Cruisers.

When the Dilgar invaded the bordering Markab Theocracy, the forces of Earth sprang into high gear. Ships were ordered into motion, plans to intervene in support of the Markab were issued and the Dilgar were warned once again that this was their last chance. Unfortunately, the Dilgar chose to treat the warning as nothing more than an ongoing bluff and continued with their invasion. That was until Earth Alliance ships, along with the expeditionary force, showed up and opened fire. The Dilgar, taken by surprise, fled with relatively few losses. They realized that a fight this far from their own main supply facilities was a bad idea, and withdrew to their closest bases.

The Earth Expeditionary fleet followed, forced to pursue when their Markab allies refused to stand down and raced after the escaping Dilgar. The somewhat out of control chase kept the Dilgar on their collective heels, allowing for the relatively easy liberation of several League nations, which added additional forces to the Allied fleet. However, the pursuit also presented a number of logistical problems, especially for the non-Earth Alliance Terran nations. Korea, like the others, lacked even a rudimentary supply force for their fleet. This forced them to rely on EarthForce for resupply, which was already overtaxed by their own needs and that of the newly freed League units.

But by keeping the pressure on the Dilgar, the Allied forces prevented them from regaining their balance. The Dilgar would not be brought to a decisive battle until the Balos system, which had been heavily reinforced and fortified by the Dilgar. Rather than attempt to batter through the defense in an all out frontal assault, a complicated plan was put

into place. The free Balosian forces and the Republic of South Africa forces, both of which operated Centauri hulls, would be sent into Balosian space to show greater strength than the Dilgar believed the Balosian Free Navy could muster. When Dilgar forces were sent to crush this persistent annoyance, the rest of the fleet would spring an ambush and defeat them in detail. The combined Allied fleet would then quickly regroup and assault the weakened Dilgar fleet at Balos directly.

The plan was overly complex, and unsurprisingly, failed in the face of the enemy. The Dilgar forces were present in larger numbers and greater strength than expected, and the operation to land forces on Balus was underway when the fleets engaged. The Balosian and South American forces were mauled in the ensuing action. The remaining non-Earth Alliance Terran forces were committed to the battle earlier than was planned. As a result, these forces took disproportionately heavier losses than EarthForce forces, much of which had been held in reserve for the strike on the main Dilgar fleet at Balus, causing much acrimony amongst the surviving non-Earth Alliance Terran forces.

The Allied fleet was forced to withdraw by the spirited Dilgar defense, leaving the assault echelons of the liberation forces on Balus. A hasty follow-up attack was made to take the system before the Dilgar could resume fortifications, but was repulsed. Against the desires of virtually everyone involved, the Allied fleet decided it was imperative to retake the system at any cost, and the forces went in once more. The battle that followed broke the back of the Dilgar navy, and came close to doing the same to the Allies. A new standard of ferocity was reached, with Dilgar and Markab forces routinely ramming enemy units when they could no longer effectively fight.

The battle for Balus essentially forced Korea out of the war. Of the eight ships committed, five were destroyed, including the priceless Haemosu Jump Cruiser. The rest were damaged to one degree or another, with the Jang Bogo heavily so. Frustrated by the apparent use of their forces to buffer EarthForce forces, Korea withdrew for the remainder of the war, though they chose not to voice their grievances. Korean leadership rightly ascertained that by keeping their mouths shut, Korea would be allowed to reap the rewards of a victorious alliance.

Aftermath

Their prudence would result in a windfall of technology. At the conclusion of the Dilgar War, EarthForce was able to use Dilgar bolter and pulsar technologies to develop true pulse weapon

technology. This new series of weapons and much of the other captured Dilgar technology was shared amongst the Allies, including the Koreans.

Between Y2241 and Y2246, the Korean navy would conduct a massive fleet upgrade program, involving every fleet unit in service. Interestingly, very little of the fleet upgrade would include pulse weapons, despite its overwhelming popularity across the galaxy. Only a variant of the Yi Sun-shin would see a complete conversion to pulse technology. The remainder of the fleet would see refits dedicated to improved armor, sensors and the addition of the fast firing Class-R missile rack.

Despite the planned upgrades, Korean leaders recognized that the fleet was still a victim to low endurance and short range. To combat this in the near term, several freighter hulls were purchased to serve as the nucleus of a fleet train, but the funds were not available to allow specialized hulls to be obtained for this purpose, yet.

Part of the hold up was yet another wholesale replacement of the fighter force. Following the war, EarthForce was forced to develop a new atmospheric capable fighter to replace the Delta-V's that had been slaughtered by the Dilgar Thoruns. The result was the Valkyrie Medium Fighter. While not particularly popular within EarthForce, the Koreans saw the Valkyrie as the perfect fit for their needs. Better still, the Earth Alliance was only too happy to sell the Koreans as many as they wanted, even allowing them to begin licensed production. Overnight the entire Korean Delta-V force was replaced by the Valkyrie, though were the old Delta-V's ended up was never publicly stated.

The Minbari

Following the defeat of the Dilgar, the Earth Alliance enjoyed great influence with the League, and by virtue of its undamaged economy was well positioned to help the galaxy rebuild. Korea benefitted from the economic boon and alien goodwill as much as, if not more than, the Earth Alliance. They parlayed their original alien contacts and the general galaxy opinion that "Earth Alliance" meant all humans to stay involved in the peaceful expansion that followed. Korea, like all of Earth, experienced a golden era of public contentment. Unfortunately, all good things must have an end.

Korea, along with most of the nations of Earth, discovered that they were at war when the Earth Alliance announced the loss of the Vega system to a relative unknown race called the Minbari.

Korea's response, beyond the moral outrage of apparently being embroiled in yet another war, was

to avoid any conflict with this new race. The word was that the Earth Alliance had accidentally started this particular war, so let them deal with it. Korea would simply stay out of the way and to that end recalled her forces to Earth.

Unfortunately, even as Korea's forces returned to Earth, the reality of just how powerful the Minbari were was becoming apparent, as addition Earth Alliance systems fell. Alliance attempts to establish a dialogue, much less a peace offerings, were completely ignored. The Minbari just kept coming.

The League of Non-Aligned Worlds, along with the Centauri, offered sympathy, but would do nothing else, for fear of the Minbari. Surprisingly, it would fall to the Narn to sell weapons and technology to the beleaguered Earth Alliance. But it was too little, too late.

By now it was apparent that the Minbari would not be differentiating between the Earth Alliance and Korea. All humans would die. Now resigned to the war, Korea reach out to her more clandestine Raider friends. They provided some valuable intelligence as to Minbari activities in and around Earth Alliance space, but the total military aid they could provide was minimal.

As the war progressed, the Korean navy's formerly slow moving refit program became a maximum priority. However, there was only so much shipyard space, and a re-prioritization of the refit program was thus required. By then it was painfully obvious that the Minbari could not be stopped, so home defense was placed above all else. The peninsula defense grid was upgraded and vastly enhanced with the new Nopunde-A and B defense satellites, which introduced Korea's Laser/Pulse Array technology. EarthForce was somewhat surprised at the appearance of this piece of advanced technology, but could hardly complain given the circumstances. In fact, the situation was deemed so bad that EarthForce even allowed the fitting of the new Heavy Laser Cannon to the Haemosu class Jump Cruisers, in order to field as many of the new weapons as quickly as possible.

When the Minbari finally found the Sol system, they found the fleets of man massed to defend humanity's home. In a move of desperation, the nations that were not part of the Earth Alliance were convinced, for their own survival, to send large portions of their fleets to defend Io. EarthForce Intelligence reasoned that Io would be an early Minbari target due to the Jump Gate, and it was hoped that the new ship classes would convince the Minbari that humanity had new allies.

Intelligence was correct in that Io was hit first, but they were sadly mistaken in their belief that the Minbari might pause before opening fire. The Io Defense Force was crushed, with only 2 Korean ships surviving the initial clash. The survivors were ignored by the Minbari fleet as it sped towards Earth, and the Line. The Battle of the Line saw the bulk of the remaining human combat forces massed to buy time for the final evacuation of a few more refugees. The Minbari were leisurely demolishing the last hope of mankind, when suddenly and for no known reason, they surrendered. The full story as to why has never been released.

Aftermath-Take 2

After the devastation of the Earth-Minbari War, the Korean navy, like most of humanity's navies, was forced to rebuild. The entire fleet, except for a couple of ships, had been destroyed in the battles of Io and the Line. Fortunately, most of Korea's industrial capacity was Earth side or in near Earth orbit and was not destroyed when the Minbari flattened nearly everything in system.

Since the infrastructure was already in place, it was decided that a small core of replacements would be built based on the existing designs. However, a new series of designs were already in place to bring the Korean navy up to current technology. Once the fleet was brought back to a minimum strength, work began on converting the infrastructure to the new design. Unfortunately, with a smaller economy and fewer resources, Korea would be forced to rebuild at slower pace than the Earth Alliance. The loss of economic power relative to the Earth Alliance would set back Korean influence, but there was little option.

The new patrol ship was the first priority, and the easiest of the new ships to build since it would operate in the close proximity to Earth. The resulting Janggeom class cutter improved on the Kobukson class mission by offering a larger shuttle inventory, modern armor and a more flexible armament in the form of a nose mounted laser/pulse array.

A year later, the Goguryeo class armored cruiser would appear. Unsurprisingly, the Goguryeo class would serve in the exact same role as the earlier Yi Sun-shin class. What was interesting, was the basic design shape, which was very similar to the Brakiri Ikorta class assault cruiser. While not exactly the same it was clear that Korea had benefitted from a little foreign design aid. Like the Janggeom class, the new design benefitted from modern armor and the flexibility of a pair of laser/pulse arrays.

With its new fleet under construction, the

Korean's reached out to the Earth Alliance to solve a recurring problem. EarthForce assumed the Korean's would be looking to purchase another Avenger heavy carrier hull to replace the one lost in the war. This request would be flatly denied, as EarthForce needed all the combat ships it could get. Instead, Korea offered to buy a Cotten Long Range Tender hull. Interestingly, EarthForce had just decided to write one off rather than rebuild it. Suspicious as to the timing, the Earth Alliance nevertheless agreed to sell the hull, minus EarthForce hardware and the jump engine. Korea took possession of the hull in Y2250 and parked their new acquisition next to the Gojoseon station. But rather than begin the refit process as expected, the Cotten deployed its dry dock modules, and together with the station began construction of a large, new capital-class hull. EarthForce Intelligence observed the subsequent construction carefully and quickly determined that the new hull would be a new class of warship.

It would take two years, but upon completion the Oryonggeo class heavy cruiser would be the pride of the new Korean fleet. More importantly, the new cruiser was equipped with the first Korean designed jump engine, a feat made possible by the relaxation of trade barriers with the Earth Alliance following the Dilgar War.

With the completion of the first Oryonggeo, the Koreans would finally upgrade the Cotten for fleet service, while the Gojoseon station began construction of the next heavy cruiser. Also equipped with a Korean jump engine, the rebuilt Cotten would be commissioned as the Yu Gwan-sun.

Time of Troubles

Following the close call mankind had just suffered, the Earth Alliance began the Babylon Project. It was hoped that by building a station, the Alliance would prevent or defuse problems and create new allies. Despite the best intentions, the Babylon Station proved to be a difficult task and ultimately required the aid of the Minbari, Centauri and the League of Non-Aligned Worlds. In order to remain directly involved in interstellar activity, Korea remained a steady, but small, contributor throughout the entirety of the project. Unfortunately, Korea would reap little benefit from the station for once Babylon 5 went online, the Earth Alliance entered what became known as the Time of Troubles.

This period included the Martian revolts, the Shadow War and the Earth Alliance Civil War. Along with most of the colony worlds of the Earth Alliance,

the Koreans stayed away from the Martian revolt and were almost completely unaware of the opening acts of the Shadow War. However, during the Earth Alliance Civil War, the Koreans, along with the other independent nations and the Belt Alliance, were ordered by President Clark to stand down and surrender to Loyalist Forces.

Unsurprisingly, all refused. Unfortunately, Clark already had forces positioned for this expected response. Under presidential order, EarthForce launched a series of synchronized assaults on the independent nations in an effort to seize their assets and prevent their use against the Clark regime.

The Korean forces were largely caught unprepared for so bold an act and the surprised nation was badly mauled, with her ground forces overwhelmed in less than a month. Korean space forces, by virtue of having more room to run, fared a little better. Roughly half of Korea's ships escaped, by virtue of the jump capable Yu Gwan-sun Tender and the Oryonggeo Heavy Cruisers. Those that could not were either destroyed while resisting Clark's initial attack or were scrapped once anything of value had been stripped from their hulls. The Osat defense grid was completely destroyed and the Gojoseon station converted into a Nightwatch facility to literally oversee the Korean population.

The surviving Korean ships would join the rebel coalition, and see limited action during the Shadow War and during the closing acts of the Earth Alliance Civil War. The survivors were particularly active in the liberation of Earth.

Aftermath-Take 3

Following the liberation of Earth, Korea once again found itself having to rebuild its fleet. Roughly two-thirds of its forces had been destroyed, and this time much of her military infrastructure had also been destroyed or dismantled during the Clark Regime.

However, thanks to their contributions towards the liberation of Earth, Korea, along with the other independent nations of Earth, would be allowed to join the Interstellar Alliance. Though not afforded the complete benefits of an independent race, they were considered participating members of the Earth Alliance contingent. As such, they were granted the same advantages as the Earth Alliance.

In the short term, this amounted to economic aid towards rebuilding. In addition, Korea sued the Earth Alliance for damages inflicted by the Earth Alliance during Clark's rule. Despite some grumbling, the Earth Alliance agreed to a settlement that included

cash payments, as well as access to new technology resulting from the backward engineering of Interstellar Alliance technology.

With cash in hand, and the aid of the Interstellar Alliance, Korea set about rebuilding its Navy. Once again, initial production priority would be given to the light ships, most of which had been destroyed during the initial take over and subsequent action during the Civil War. Therefore, production of the Janggeom class cutter and the Goguryeo class armored cruiser was prioritized.

However, this time there would be a few changes. Throughout its history, the Korean Space Navy had relied on a few classes of vessels to provide defense of the peninsula, and yet, time and time again, had found itself fighting in deep space, far from Earth. Without the benefit of the specialty vessels routinely deployed by regular navies, the Korean fleets had been forced to rely on allied vessels or fight at a significant disadvantage. Going forward, this disadvantage would no longer be accepted, and to address these issues a number of variants were inserted into the construction program. These variants included a small carrier (Dalnim class) and a light ELINT ship (Haenim class) based on the Goguryeo class and a true combat frigate (Yongwang class) based on the Janggeom class.

Finally, the entire surviving fighter force would once again be replaced in total with the replacement of the Valkyrie by the new Sabre export fighter. The change over did not represent a particularly big impact given the fact that most of the Korean Valkyrie's had been lost or absorbed into the EarthForce ranks during the Civil War.

A New Age

Despite the presence of the Interstellar Alliance and its Whitestar Fleet, peace remained as elusive as ever. The Interstellar Alliance-Centauri War was first, and while the forces of Earth did nothing beyond patrolling and guard duty, encounters in deep space did take place. Korean forces were involved in a few minor skirmishes with Centauri forces when caught between borders.

The Telepath War was yet another internal conflict amongst humans. Korea's more open acceptance of telepaths and its resistance to Psi Corps activities within its borders, made Korea a haven for rogue telepaths. And while the Earth Alliance remained scrupulously clean when it came to public interference with Korea's telepath policy, the same could not be said for its clandestine operations on Korean soil.

The Drakh War began with a devastating attack on Earth. Korean forces once again operated in close proximity with EarthForce vessels to stop the Drakh, and their Shadow Planet Killer, from destroying the Earth. Unfortunately, the combined forces of Earth were unable to stop a secondary assault, which released a nano-technology plague on the planet.

Despite the poisoning of Earth, the Earth Alliance, in conjunction with Korea and the other independent nations of Earth retained the strength to continue harrying the Drakh forces until their ultimate defeat at the hands of the Interstellar Alliance and Centauri. During this time, Korean forces were largely tasked with the planetary quarantine of Earth, off-loading these duties from EarthForce, and freeing those forces to continue pressing the Drakh.

Essentially in command of the orbital forces in and around Earth, Korea found its command and control resources taxed to new levels. Despite the aid of their Gojoseon station, the Korean capacity for command and control was overwhelmed, especially for those forces on the far side of the planet, opposite the station. Fortunately, an answer was already in the works. With the help of the Earth Alliance, scientists were finally able to backward engineer a piece of Minbari technology provided under the auspices of Interstellar Alliance membership. In Y2268, a Oryonggeo class heavy cruiser was equipped with a Minbari derived command and control system. Renamed the Chiha Yo Changgun class Command Cruiser, the new vessel went a long way to resolving the command and control problem.

The Future

Since the Drakh incursion, Korea has continued to grow in strength and influence, and there is no current reason to expect this to stop anytime soon. A new generation of Korean ships will undoubtedly take their place among the stars and if history remains consistent, the Koreans will go about it just a little bit differently then everyone else.

Chapter 3: Technology

In the early years of their space program, the Koreans were forced to essentially start from scratch due to their unwillingness to join the Earth Alliance. In response to Korean independence, the Earth Alliance Senate embargoed the transfer and sales of those technologies necessary for modern space operation. This included, compact, high performance fusion reactors, the latest high energy weapons and large scale space architecture.

This forced the Koreans to play catch up in terms of technology and restricted their initial designs to smaller ships with weapon mixes that were both low power and easily produced. It also emboldened the Koreans to seek aid elsewhere, namely the Belt Alliance, the Centauri and the Brakiri.

However, when the embargoes were lifted, Korea wasted little time in acquiring more advanced technology and responded with improved ships designs. By the time of Babylon 5, Korean technology was equal to that of the Earth Alliance.

Chemical Laser Weapons

A chemical laser is powered by an energetic chemical reaction. This removes the necessity of generating and storing the large amount of electrical energy, which is used to power modern high-energy lasers. This makes the chemical laser system easy to power, but limits their use to the supply of chemical reagents carried. In addition, the overall quality of the lasing effect is less precise than that of high energy laser, resulting in a slight reduction in beam density.

In game terms, the Chemical Laser series of weapons are treated as laser class weapons that operate in raking mode. The raking damage is limited to 8 points rather than the more typical 10 points and their resulting damage is more variable than their standard laser cousins. Their primary advantage is a very low power cost. Even the largest examples of these weapons use very little power. The primary disadvantage is the finite supply of chemical reactant that generates the laser beam, resulting in a "ammunition" limit.

The Belt Alliance and the earliest Raiders used the basic Light Chemical Laser, and then only for a short period of time. They both realized that resupply and storage of the relatively rare and volatile chemicals

needed was logistically untenable given their deep space operations. Only the Republic of Korea would explore the full range of chemical lasers, as their fleet operations were largely restricted to Earth local space.

Critical Hits: Use the normal hit chart. In addition, if the roll is greater than 18, subtract 18 and mark that many boxes of ammo (of the owning player's choice) destroyed. In addition, mark that many structure boxes to the section that laser is attached as result of an unconstrained chemical explosion. *For example, on a modified roll of 21, three boxes of ammunition and three structure boxes are lost.*

Light Chemical Laser

Class: Laser Mode: Rake (8)

The original chemical laser, the Light Chemical Laser was used by the earliest Belt Alliance and Raider ships at a time when space rated fusion power systems were limited to the most affluent nations, and then only for military application. With performance roughly similar to the Light Laser, the Light Chemical Laser uses one-third the power while generating a beam of nearly equal intensity. Standard reactant load out allowed for twenty-four shots before reloading was required.

Medium Chemical Laser

Class: Laser Mode: Rake (8)

While other races abandoned the chemical laser series, the Koreans felt their advantages outweighed their disadvantages. Thus, their initial ships designs left plenty of growth room for larger chemical laser designs. The resulting Medium Chemical Laser was therefore easily installed and would become the primary weapon of the first generation Korean fleet. Standard reactant load out allowed for sixteen shots before reloading was required.

Heavy Chemical Laser

Class: Laser Mode: Rake (8)

The Heavy Chemical Laser was the final evolution of the chemical laser series. Installed only on the Haemosu class Jump Cruiser, this weapon utilized the targeting system from the Belt Alliance Heavy Blast Cannon. This made the Heavy Chemical Laser one of the longest ranged weapons in the human arsenal. Ultimately supplanted by the Heavy Laser Cannon, its reagent storage was sufficient for eight shots.

Laser Weapons

Just prior to the Dilgar War, the Koreans finally began to produce their own lightweight, high capacity fusion reactors. The addition of these reactors made it possible to finally transition away from the chemical laser series and move to the standard laser equivalents.

Medium Laser

Class: Laser Mode: Rake

Given their late start, Korea skipped the Light Laser Cannon completely and deployed the Medium Laser Cannon as the new primary heavy weapon just prior to the Dilgar War. It replaced nearly every Medium Chemical Laser and Medium Blast Cannon on the first generation of Korean warships. The Korean preference for the Medium Laser Cannon was almost pathological, and it remained a primary weapon in the second generation Korean fleet, though as a part of the Laser/Pulse Array.

Heavy Laser

Class: Laser Mode: Rake, Sustained

The Heavy Laser Cannon was added to the Korean fleet at the same time as it was to the Earth Alliance; during the Earth-Minbari War. In order to mount as many of the new weapons as quickly as possible, EarthForce agreed to equip the Haemosu class Jump Cruisers with the new weapon. The Heavy Laser Cannon would also be included in the new Oryonggeo class Heavy Cruiser. Interestingly, the total service life of the Heavy Laser Cannon with the Korean Navy was only twenty years.

Laser/Pulse Array

Class: Laser, Particle Mode: Rake, Pulse

The Laser/Pulse Array was developed by EarthForce to combine the capabilities of the laser with the new pulse technology developed from the Dilgar War into one weapon, thereby increasing the flexibility of a ship accordingly. Introduced on the EarthForce Nova-Beta in Y2242, the new weapon caught and held the attention of Korean Admiralty. They wasted no time in developing their own version of this new weapon and deploying it as the primary weapon for their post Earth-Minbari War, second generation fleet.

The laser/pulse array can fire as either a medium laser or a medium pulse cannon (but not both at the same time). This decision is made when weapons fire

allocations are determined (i.e., at the same time you are choosing targets for your guns). The mode in which it was used during the previous shot doesn't affect the current shot, so you could---for example---use it in pulse mode every time it fired during the scenario.

The medium laser and medium pulse cannon modes have different rates of fire (1 per 3 turns and 1 per 2 turns, respectively). The time requirement before the next shot can be taken is based on the next mode used (it has no bearing on the previous type of shot). *For example, if fired on turn 1 in either mode, it could fire again on turn 3 in pulse mode, but could not be used as a laser until turn 4.*

Heavy Laser/Pulse Array

Class: Laser, Particle

Mode: Rake, Sustained, Pulse

This is the obvious extension of Laser/Pulse Array technology, enlarged to the heaviest possible version of this versatile weapon class. It is very rare and difficult to maintain, and currently only appears on the EarthForce Omega-Gamma class Command Destroyer and the Korean Chiha Yo Changgun class Command Cruiser.

Except for its basic statistics, it can be treated the same as a normal Laser/Pulse Array for all rules (including critical hits).

If it fires in laser mode, it can use sustained fire. However, it must observe the usual cool down period associated with this mode, which will also delay its use as a pulse weapon until the cooling time has expired.

Blast Cannon Weapons

These are one of the earliest known matter weapons and were originally developed for use against Raider ships and fighters, but today are rarely used. The Koreans purchased the technology from the Belt Alliance, and used the Light Blast Cannon as its primary light weapon for its first generation fleet. They also used the Medium Blast Cannon on a number of its upgraded first generation ships before abandoning the technology completely for more modern weapons. Unlike the Belt Alliance, the Korean Navy never deployed the Heavy Blast Cannon.

The blast cannon series is much like a ship-mounted shotgun, firing a cluster of "bullets" towards a nearby target. The spread of the shot is

not wide enough to strike multiple units, but scores damage using the pulse rules. As with the pulse cannon, the accuracy of the shot can provide a bonus to the volley count roll. However, blast cannons are not as advanced as the pulse cannon, possessing a grouping range of + 1 per 5.

One of the primary disadvantages of these weapons is that their ammunition must be specifically constructed for the launcher. Thus, an ammunition track is required (and if the gun is destroyed, so is its ammo). In most scenarios, running out of ammo will not be a problem, although it could be troublesome in a campaign. Some scenarios might specify that launchers on a given ship begin play partially empty. There is no cost for basic blast cannon ammunition.

Critical Hits: Use the normal hit chart. In addition, if the roll is greater than 18, subtract 18 and mark that many boxes of ammo (of the owning player's choice) destroyed. *For example, on a modified roll of 21, three boxes of ammunition are lost.*

Light Blast Cannon

Class: Matter Mode: Pulse

The Light Blast Cannon was the first weapon developed in the blast cannon series and is essentially an anti-fighter weapon. However, thanks to its armor piercing attribute, the Light Blast Cannon remains somewhat useful against larger ships.

Medium Blast Cannon

Class: Matter Mode: Pulse

The Medium Blast Cannon, or more simply Blast Cannon, was a heavy gun for the first generation Korean fleet. The Medium Blast Cannon is much like the light version, but is more powerful and has a much higher damage yield. The ammunition it uses is of a different size and composition, and cannot be exchanged with the ammo used by other types of cannons.

Particle Weapons

These are one of the most basic and common weapon types. The Koreans use particle weapons for their lighter, support weapons, for anti-fighter work and for their fighter weapons.

In general, particle weapons have no special damage procedures or abilities. However, they often cause damage in standard mode, meaning they can cause significant damage to a single system on a hit.

Light Particle Beam

Class: Particle Mode: Standard

This was the first ship based particle weapon deployed by the Koreans, replacing the Light Blast Cannon. Never particularly popular, Korean captains were convinced that the reduced range of the Light Particle Beam, when compared to the Light Blast Cannon, was not sufficiently balanced by the newer weapon's improved anti-fighter and intercept abilities.

Standard Particle Beam

Class: Particle Mode: Standard

The much improved replacement for the Light Particle Beam, the Korean's wasted little time in rolling out the new weapon to the entire fleet. First deployed in Y2185, the Standard Particle Beam remains the Korean's primary light weapon.

Gatling Gun

Class: Particle Mode: Standard

Despite its projectile based nature, the Gatling Gun is not a matter weapon. The shells fired lack the velocity of true matter weapon, thus relegating the Gatling Gun to the particle class. Short ranged, constrained by ammunition, the Gatling Gun would be quickly replaced by the Ultralight Particle Beam.

Ultralight Particle Beam

Class: Particle Mode: Standard

This weak fighter-mounted weapon is a low-tech device installed on the Korean's Delta-V fighters. Its primary advantages were its low cost and maintainability. Among fighter weapons it is one of the least powerful, however.

Pulse Weapons

Pulse cannons are an advanced form of the more basic Dilgar pulsar weapons and are currently used by several races. A pulse weapon launches a series of six rapid bursts each time it fires. When it hits, a number of these pulses impact the target, doing damage to several systems.

The introduction of these weapons by the various race's to their post-Dilgar War fleets was prolific. Despite this, the Koreans did not embrace the new weapon. Some upgrades were made, but the Medium Laser and Standard Particle Beam remained the preferred weapon combination of the fleet. Even

the post Earth-Minbari War generation of vessels only used pulse weapons by virtue of their inclusion with the Laser/Pulse Array series of weapons. The exception being the Yongwang class Attack Frigate variant.

Light Pulse Cannon

Class: Particle Mode: Pulse

The Light Pulse Cannon is the weakest of the pulse weapons, used normally in an anti-fighter role. Though its damage yield is very low, its ability to fire rapidly makes it a capable defensive weapon. Only the pulse variant of the Yi Sun-shin ever carried this weapon in action.

Medium Pulse Cannon

Class: Particle Mode: Pulse

The Medium Pulse Cannon, usually called simply the Pulse Cannon is a medium-strength version of the typical pulse gun. The most widely deployed pulse cannon by the Koreans, its use was reduced to a single variant class after the Earth-Minbari War, replaced by the more flexible Laser/Pulse Array.

Uni-Pulse Cannon

Class: Particle Mode: Standard

The Uni-Pulse Cannon was the primary weapon of the second generation of Korean fighters, including the Valkyrie and Sabre fighters and the Hades Assault Shuttle. Although it is a pulse weapon, it fires only one shot.

Ballistic Weapons - Missiles

The Koreans deployed a number of missiles and missile racks during the development of their first generation fleet. Despite this, the Koreans abandoned missile weapons for their second generation of fleet vessels, even as the Earth Alliance returned to their use.

Class-GO Missile Rack

One of the most basic and low cost missile launching systems, the Class-GO Missile Rack consisted of little more than a basic frame work system, housing four missiles and the bare minimum of electronics. The electronics provided no targeting data and was only capable of cuing the missile's own guidance package towards the target before launch.

The missile rack's only redeeming quality was its cheapness to construct and its low technology and maintenance needs.

As there was no automated missile-reload system, any reload of the Class-GO required an EVA by space-suited individuals. As such, the missile usually loaded into the Class-GO was the Light (Type-D) missile. While it was technically feasible to equip the Class-GO with the heavier Basic (Type-B) missile it was rarely done. Instead the move was made to the larger and more capable missile racks.

Class-O Missile Rack

The origins of the modern missile rack began with the introduction of the Class-O missile rack. Unlike the earlier Class-GO, the Class-O was equipped with dedicated targeting electronics, improving the accuracy of any missiles launched from the rack. In addition, an enlarged ammunition bin, with an automated reload system was also included. Despite this, the Class-O had a launch rate that was no better than the Class-GO it replaced.

Class-SO Missile Rack

The Class-SO missile rack improved on the primary weakness of the Class-O rack, namely firing rate. This significantly improved the performance of missile armed ships and counted the current generation of energy weapons.

Class-S Missile Rack

The Class-S missile rack was an evolutionary improvement of the Class-SO rack. It offered a larger ammunition magazine and a slightly improved targeting system, but failed to introduce any other significant improvements.

Class-R Missile Rack

This "rapid-fire" missile rack has two missile tubes instead of one, and can fire up to one missile per turn instead of Class-S rack's one every other turn. Two missiles in a single turn is not possible due to the alternating nature of the rack.

The main disadvantage of the Class-R missile rack is an increased vulnerability to magazine hits (due to the double connection to the magazine itself). Magazine criticals are scored against this rack on a natural "19" or "20."

Missiles

Korea deployed several missile types before abandoning missile technology in their second generation fleet. They are described as follows:

Basic Missile (B): This is the standard missile. Unless otherwise specified, racks have only this type.

Chaff Missile (C): This missile does no damage, but instead creates a thick cloud of metallic particles in front of the target. Any non-ballistic weapons fire from that unit at any target on the same turn is reduced by the chaff missile's intercept rating of -3. After that turn is over, the chaff disperses and has no further effect. Multiple chaff missiles from the same unit at the same target are not cumulative. Chaff missiles count as having a warhead strength of 0 points for purposes of magazine criticals.

Light Missile (D): The light missile is similar to the basic missile, but scores only twelve points of standard mode damage on a hit, not twenty. While this seems weak by today's standards, it could be effective against lightly armored ships, and costs only about a third as much to build as a basic missile (a fact which will have meaning only in a campaign).

Flash Missile (F): This missile scores the same damage as a normal missile, but does so in flash mode. Missiles of this type are excellent against flights of fighters, as the flash scores collateral damage against all other fighters in the flight.

Heavy Missile (H): These missiles trade propulsion for an enlarged warhead. They are so short-ranged as to be all but useless in battle, though ships with Class-L racks find them quite powerful. If used on a fighter-sized target (including super-heavy fighters), they suffer a -3 penalty to hit.

Jammer Missile (J): Another example of superior ballistic technology, the Type-J missile was designed to operate as an impromptu defensive ELINT unit. It is a proximity weapon, launched at a hex instead of a ship or fighter. Use the proximity rules to handle launch of the jammer missile, except that it does not scatter. Upon arriving in the target hex, it emits a burst of sensor static, which produces the effect of 2 points of blanket ELINT protection for all units (even enemy units) within 5 hexes in all directions. Note that this cannot be combined with other blanket protection effects from nearby scouts or other jammer missiles!

The jammer missile is very expensive, and since it burns out at the end of the turn it is used, its utility is limited. However, a fleet without a scout may find these a cheap alternative to an expensive ELINT unit, even if bought in quantity.

Long-Range Missile (L): The opposite of a heavy missile, these traded warhead strength for increased propulsion. Coupled with a Class-L rack, long-range missiles could be launched at targets at ranges almost equaling those of the Ion Torpedo or Energy Mine.

Fighter Missiles

Korea deployed two fighters that were capable of using missiles, the Valkyrie and the Sabre. Given the limited size of the Korean fleet and the desire to maximize firepower, Korean Admirals rarely deployed fighters without their missiles.

Most fighter missiles, like their larger cousins, also provide an additional +3 bonus to hit. Any variation due to different fighter missile types is described below. Unless noted otherwise, fighter missiles cannot be loaded on ships, or vice versa.

Basic Missiles (Class-FB): Fighters use a standardized missile referred to as the basic fighter missile. This has a launch range of 10 (distance range 30) and scores 10 points of damage when it hits. The basic fighter missile costs 8 points per missile.

Dogfight Missiles (Class-FY): This small missile was designed for use in dogfights. Its damage yield is weak, but as its intended target is the light fighters typically deployed by Raiders, this is not a significant drawback.

The Class-Y missile can be used on regular missile fighters such as the Thunderbolt and Badger, but using the lighter ordnance does not allow such fighters to carry more of them. Class-Y missiles replace basic missiles only on a one-for-one basis. In addition, they have a lower launch range (8 hexes) and score less damage (6 points) than the basic type. They are also cheaper, costing only 2 Combat Points.

Despite these disadvantages, the dogfight missile has one advantage over heavier missiles: it can be snap-fired. To use this option, the launching fighter must be at range zero to an enemy target (either a fighter or ship). The missile simply fires directly forward with no attempt to lock onto or seek its objective. It is not launched during the usual ballistic fire step of the Combat Sequence, but instead is fired like a non-ballistic weapon (in addition to any other weapons the fighter has). It rolls to-hit directly against the defense rating of the target with a bonus of +4 to hit. It is not affected by any sort of EW, offensive bonus, range, jamming, or shields when launched in this way. It is, however, vulnerable to jinking as well as defensive fire.

Chapter 4: Military

The Korean navy's mission statement has always been to provide patrol and protection of Korean interests. Originally, this meant the space directly over the Korean peninsula and Korean interests in the asteroid fields. However, with the introduction of hyperspace, this mission was expanded to include extra-solar activities and trade protection.

Despite relatively modern technology and a full range of starship designs, the Korean navy has never been particularly large. Whether constrained by the economic limits of their country or their limited mission needs, the Korean fleet has never totaled more than a few dozen ships and as many fighter squadrons.

And yet, the Korean navy has participated in several skirmishes, three wars and a civil war. It has been rebuilt from scratch once and been severely weakened twice. Several Korean captains and commanders are as battle tested as any of their EarthForce brethren.

Starships & Fighters

The Korean navy has relied on two generations of vessels since its inception. The first generation carried the Koreans into space and by virtue of a series of regular upgrades, through the Earth-Minbari War. Initially these ships were lightly armored, had poor sensors and were equipped with low technology, low power weapons. In order to keep up with EarthForce and other organizations these ships would see multiple refits throughout their lifetime. So while the basic design of these ships remained unchanged, their capabilities would continue to improve throughout their lives. A sizable percentage of the fleet would be destroyed during the Dilgar War. The entirety of the fleet would be essentially destroyed at the Battle of the Line.

Rather than rebuild around these first generation vessels, the Koreans chose to introduce a second generation of vessels. These units would benefit from the latest in technology and can be considered equal to their modern contemporaries, though probably a bit undersized. This second generation of ships would also see the first real use of hull variants. Like most races, these variants tended involve the creation of specialized units like ELINT, small carriers,

etc., something the first generation Korean fleet never possessed.

Finally, all of Korea's design efforts to date have been in direct support of their military and patrol missions. Support mission demands have been met with vessels purchased from the Earth Alliance or with the use of ad hoc civilian hulls.

Kobukson Patrol Ship Base Hull (Unlimited Deployment)

Deployed at the same time as the Yi Sun-shin Corvette, the Kobukson Patrol Ship was named for the "turtle" ship, which was designed by Admiral Yi Sun-shin and was one of the first ironclad warships of ancient Earth. These ships played a significant part in the war against Japanese invaders during the late 1590's.

The Kobukson was intended to be the Korean's contribution to Quarantine Command and was essentially a smaller Yi Sun-shin with one major exception, a large (for the day) shuttle bay. The shuttle bay would initially house a large shuttle contingent, but would later include old Centauri assault shuttles, and later, Earth Alliance designed assault shuttles and breaching pods.

The Kobukson would see three upgrades to its weapons, armor and sensors during its lifetime. The class would be essentially obliterated at the Battle of the Line, with the exception of one lone survivor. A few would be built following the war, but the class was soon replaced by a more modern design.

Yi Sun-shin Corvette Base Hull (Unlimited Deployment)

The Yi Sun-shin Corvette was named for a Korean admiral of the late sixteenth century, considered by many military historians to be one of the best military leaders of his time. As suggested by the name, the Yi Sun-shin class would be the main combat element of the Korean fleet.

Initially equipped with light, low-tech weapons, the Yi Sun-shin would see no less than four upgrades and the addition of one variant. These upgrades would see to the continuous improvement of their weapons, armor and sensors, keeping the Yi Sun-shin a viable combatant throughout its operational lifetime.

Every active member of the class was destroyed at the Battle of the Line, the culmination of the Earth-Minbari War. Following the war, the Koreans chose to develop a new class of combat ship, relegating the Yi Sun-shin to the history books.

Yi Sun-shin-P Pulse Corvette

Uncommon Yi Sun-shin Variant

A derivative of Yi Sun-shin, this variant class was converted to pulse technology in Y2241. It was an all or nothing update, which saw its entire energy weapon package replaced with a combination of medium and light pulse cannons. The pulse technology was a break from the laser first attitude of the Korean navy, and the new corvette variant was never particularly popular. This, despite the overwhelming popularity of pulse weapons throughout the rest of the universe.

Yi Song-gye Cruiser

Base Hull (Limited Deployment - 33%)

Named to honor the general who founded the Yi dynasty, and who moved the national capital to Seoul, the Yi Song-gye Cruiser was Korea's entry into the field of capital class hull construction.

Though undersized and somewhat clumsy, the Yi Song-gye still possessed a powerful mix of chemical lasers, blast cannons and missiles. These weapons would be improved during the service life of the cruiser by virtue of two major upgrades, both of which occurred before the Earth-Minbari War. Only a handful were built and none survived the war with the Minbari, all being destroyed at the Battle of the Line. Following the war, Korean engineers chose to place a new design into service, and no additional Yi Song-gye Cruisers would be built.

Nopunde Orbital Satellite

Base Hull (Unlimited Deployment)

The Nopunde series of orbital satellites was named for the mythical castle of Nopunde, whose then awesome height made the castle seemingly invulnerable.

The Nopunde orbital satellites come in two forms. The "A" series, which is missile armed and a "B" version, which is armed with a laser system. Compared to most races' defense grid satellites, the Nopunde series of orbital satellites are undersized, but easy to make, easy to update and, typically, easy to support. Two upgrades have thus far been applied to these satellites, resulting in a much more capable defense grid.

Gojoseon Space Station Unique Hull (Only 1 Exists)

Based on an Earth Alliance Orion-Beta Space Station, the Gojoseon station was completed with all Korean technology. Named for the first Korean kingdom, the new space station would create a permanent Korean presence in Earth orbit and facilitate the construction of larger and more advanced hulls. One of the few survivors of the Earth-Minbari War, the station has only been upgraded once to date.

Haemosu Jump Cruiser

Base Hull (Restricted Deployment-10%)

The Haemosu Jump Cruiser was named for a Korean sun deity who rode a chariot as he ascended and descended from the heavens each day. The Haemosu possessed a jump engine purchased from the Centauri, a squadron of fighters and, thanks to some help from the Belt Alliance, one of the longest ranged weapons to date, the Heavy Chemical Laser.

Only a very few ever existed, and they were carefully hoarded by the Korean Admiralty. Updated only once before the Earth-Minbari War, one would survive the war by jumping out of battle when it appeared that all hope was lost. Following the war, she would spend her remaining days acting as Korea's jump gate, never leaving her orbit above Earth. Instead of purchasing additional jump engines from the Centauri, the Koreans came to an agreement with the Earth Alliance for aid in the development of their own jump engine, which would be installed in a new cruiser design.

Jang Bogo Carrier

Unique Hull (Only 1 Exists)

Prior to the Dilgar War, the Koreans purchased an Avenger heavy carrier hull from the Earth Alliance. Delivered without weapons or a jump engine, the new carrier was equipped with all Korean systems. The empty space formerly devoted to the jump engine was used to increase the primary hanger, allowing for the additional of an assault shuttle force.

The new carrier was named Jang Bogo after a powerful maritime figure who, for several decades, effectively controlled the West Sea. Completed in Y2226, the Jang Bogo would allow the Korean navy to finally mass fighters away from Earth orbit.

Never updated beyond her initial condition, she would be destroyed at the Battle of the Line, after her fighter group was obliterated by the Minbari.

Janggeom Cutter

Base Hull (Unlimited Deployment)

Janggeom literally means "Admiral's Sword" and while it does not literally represent the twin swords of Admiral Yi Sun-shin, the legacy of the next generation of the Korean Space Navy was clearly maintained.

Introduced following the Earth-Minbari War, the Janggeom Cutter was, simply put, a better version of the earlier Kobukson Patrol Ship. A larger shuttle bay gave the Janggeom more coverage, while the weapon systems were made more flexible. Survival factors like armor, sensors and sensor cross section were all improved, and the best features of the earlier Kobukson retained. Korean Admiralty was very pleased with the result.

Goguryeo Armored Cruiser

Base Hull (Unlimited Deployment)

Named for a type of armor made of little steel plates woven together to make a flexible shirt, Korea's new heavy combat ship shared a remarkable resemblance to the Brakiri Ikorta Assault Cruiser. Its design may well have benefitted from Brakiri aid since the hull would see several variations, all of which the Ikorta had already seen. Despite the speculation, neither the Brakiri or the Koreans have said anything.

Armed with a pair of laser/pulse arrays and the usual standard particle beam fit, the Goguryeo is quite well armored and reasonably maneuverable. Interestingly, the ship was designed to carry two breaching pods though they were rarely carried, usually replaced by two more standard shuttles.

Oryonggeo Heavy Cruiser

Base Hull (Restricted Deployment-10%)

Undersized when compared with the Omega Destroyer of the Earth Alliance, the Oryonggeo Heavy Cruiser still represents the cutting edge of Korean technology, every bit as capable and advanced as that of the Earth Alliance.

The Oryonggeo was named for the "Five Dragon Chariot" which Haemosu rode when he descended to earth and ascended into heaven. It could transport the rider almost anywhere with the speed of the wind. Given its Korean designed jump engine, the name is very appropriate.

Equipped with laser/pulse array's, a single heavy laser, a heavy standard particle beam battery and a squadron of fighters, the Oryonggeo is a match for many other races' primary cruisers. To achieve all of this came at an enormous cost, limiting the number of heavy cruisers that could be constructed.

Yu Gwan-sun Tender

Unique Hull (Only 1 Exists)

In Y2250, the Korean Navy purchased an EarthForce Cotten Long Range Tender. Rebuilt with Korean systems and a Korean jump engine, the Yu Gwan-sun Tender would finally provide the Korean Navy with a purpose built support unit for prolonged, long range deployment.

Named for a student and organizer against the Japanese colonial rule of Korea in the late 1920's and considered by many as the Korean Joan of Arc, the Yu Gwan-sun would successfully escape the initial assault by Clark's forces and find its way to the rebel coalition. There, her shipyard modules would prove invaluable supporting the various EarthForce ships that chose to side with Sheridan against the Clark regime.

Dalnim Carrier

Uncommon Goguryeo Variant

The appearance of the Dalnim Carrier convinced all interested parties that the Koreans had contacted the Brakiri and gained some valuable design guidance. Named for the moon in Korean mythology, and sister of the sun, Haenim, the new carrier was again, remarkably similar to the Brakiri carrier variant of the Ikorta.

By downgrading the Goguryeo's laser/pulse arrays to Medium Pulse Cannons, dropping the breaching pods and reducing the reactor size, the Korean engineers found enough space for a full squadron of fighters. The new carrier finally gave the typical Korean deep space patrol a fighter presence without relying on one of the rare heavy cruisers.

Haenim ELINT Cruiser

Rare Goguryeo Variant

Having seen the similarity between the original Goguryeo to the Brakiri Ikorta, followed by the Dalnim as compared to the Brakiri Brikorta, it was only a matter of time before another Brakiri derived variant of the Goguryeo would appear.

Named for the sun in Korean mythology, and brother of the moon, Dalnim, the Haenim ELINT

cruiser final gave the Koreans their own scouting and combat ELINT capability. The sensor system is similar to the older EarthForce Oracle Scout's primary sensor array, which leaves the cruiser somewhat at a disadvantage against more modern systems, but it remains a balanced design.

Yongwang Frigate

Uncommon Jangeom Variant

To date, all of the medium class ships designed by the Koreans had been intended to provide planetary patrol and deal with the occasional raider. Thrust into a number of fleet engagements, these vessels had come off second best when set against light units specifically design for combat.

To that end, the Korean Admiralty placed a request for a true medium combat vessel. Named the Yongwang for the Korean dragon-god of the seas, the new frigate would be based on the Jangeom Cutter. By removing the hanger bay, it allowed for a significant increase in the number of weapons. However, it proved impossible to mount any more of the large laser/pulse array's. Therefore, it was decided to remove the existing laser/pulse array weapon and go with a more tradition weapons suite.

Unfortunately, the vessel was no more maneuverable than its police cousin, and its endurance went from bad to worse. Politically unpopular, the Yongwang would not see regular production.

Chiha Yo Changgun

Command Cruiser

Rare Oryonggeo Variant

Equipped with an advanced Minbari command and control system, the Chiha Yo Changgun Command Cruiser is the flagship of the Korean fleet. Named for a village guardian and a general of the underworld in Korean mythology, the new cruiser was incredibly expensive to build and has proven to be equally expensive to operate. Adding to the cost was the decision by the Korean Admiralty to replace the original Oryonggeo's heavy laser cannon with the new heavy laser/pulse array, the first ever installed in a Korean vessel.

Beta-Series Fighter

Base Hull (Unlimited Deployment)

Developed by the Belt Alliance, the Beta-Series fighter was capable of operating in both atmospheric and space environments. Little more than a space

only Alpha-Series fighter equipped with an aerodynamic shell, the Beta-Series provided one additional, but vital improvement, at least to the pilots, in the form of a pressurized cockpit. Deployed in Y2126, the Beta would suffer from a number of minor, but nerve wracking, problems with its aero-shell during reentry maneuvers, but for the most part, proved as robust as its space-only Alpha-Series brethren.

Lakrit Assault Shuttle

Base Hull (Unlimited Deployment)

The shuttles originally deployed aboard the Kobukson Patrol Ship made the boarding of pirate and smuggling ships difficult. Following the arrival of the Centauri, Korea made a number of discrete overtures to the Centauri, and purchased a more suitable shuttle. Although the Centauri considered the Lakrit Assault Shuttle an out of date design, they were willing, and quite happy, to sell the Koreans as many as they wanted.

Equipped with the same gatling gun as the Beta-Series fighter. Three of these "new" assault shuttles would be assigned to each Kobukson in Y2165.

Delta-V Fighter

Base Hull (Unlimited Deployment)

Developed in a cooperative design venture between the Earth Alliance and Belt Alliance, the Delta-V fighter that resulted was a remarkably long lived and robust design. The Koreans provided funding to the Belt Alliance side and received, in compensation, the basic design plans. Overnight the Delta-V would become the baseline Korean fighter, replacing the absolutely antiquated Beta-Series fighters.

Hades Assault Shuttles

Base Hull (Unlimited Deployment)

Taking advantage of the goodwill generated during the Dilgar War, the Koreans purchased a number of Hades Assault Shuttles from the Earth Alliance. The new shuttles were in far better condition than the old Centauri Lakrit Assault Shuttles currently in use, and were far easier to maintain with Earth-based technology. They were immediately deployed on the Kobukson Patrol Ships.

Lamprey Breaching Pod

Base Hull (Unlimited Deployment)

Following the Dilgar War, the Koreans were allowed to purchase the new Earth Alliance Lamprey Breaching Pod. The breaching pod solved the ongoing problem of how to deal with ships whose crews continued to resist after their ship was disabled. Crash landing assault shuttles was too dangerous and the Lamprey was the perfect solution.

Routinely deployed on Kobukson Patrol Ships, the Lamprey, in conjunction with the new Hades Assault Shuttles, made for a formidable police presence.

Valkyrie Medium Fighter

Base Hull (Unlimited Deployment)

The Valkyrie is an atmospheric fighter developed by the Earth Alliance as a replacement to the Delta-V. An unpopular design, EarthForce used its development to create the technology needed to carry the heavier basic fighter missile in place of the older Class-Y missile.

The Valkyrie entered service in Y2237 and, for all of EarthForce's complaints, proved to be an impressive addition to the order of battle. Atmospheric capable, the new Valkyrie was larger than the older Delta-V, allowing it to carry two of the more powerful uni-pulse cannons, as well as missiles.

Procurement of the new fighter never reached significant levels and only sufficient numbers were acquired to equip the standing planetary assault groups. The rights to the fighter would be sold to the Koreans who were very pleased with its capabilities.

Sabre Medium Fighter

Base Hull (Unlimited Deployment)

One of the outstanding successes during the Shadow War and EA Civil War was the Thunderbolt fighter. Numerous attempts to purchase the fighter by various races, independent nations and organizations were largely rejected by the Earth Alliance, especially during the President Clark lead period. In the post Clark era, these offers were reconsidered and only the vehement objection by EarthForce Admiralty convinced the Senate to not authorize sales. In a compromise, EarthForce agreed to develop an export class hull based on a modified Thunderbolt.

The Sabre fighter appears as a scaled down Thunderbolt equipped with a pair of Uni-Pulse cannons (EarthForce continues to hold back the

cutting edge Gatling Pulse Cannon), supported by the Valkyrie missile system. In terms of performance, the Sabre is more of a scaled up Valkyrie than a scaled down Thunderbolt. But the various Earth Alliance sanctioned arms dealers played up the new fighter's Thunderbolt like appearance with remarkable success, which included the Koreans.

Korean Mines

The Koreans have never built their own mines, and have thus far purchased them from the Earth Alliance and other races. It simply was not cost-effective to construct assembly lines for what would be limited production runs.

The Koreans initially purchased their mines from the Centauri Republic. They included the Raji-16, Corant-A, Corant-B (limited), and the Ekos-A (restricted). The Centauri tended to overcharge for their mines, but the Koreans only needed enough to cover the space over the peninsula, which kept the price under control.

Following the Dilgar War, Korea decided to replace its Centauri mines with those from the Earth Alliance. They purchased the following Earth Alliance models: Class-P1, Class-P2 (limited), Class-C1, Class-C2 (limited), Class-D2. As with the Centauri, these mines are often bought at a significant markup.

Mines listed as "limited" are restricted to 33% of a field's content, and "restricted" ones at most 10%. Use the same rules as limited and restricted deployment for ship designs. Mines without any restriction can be acquired in effectively limitless quantities.

Finally, the Koreans purchased all of their mines with the Command Controller option. Simply put, Korea was uncomfortable with deploying mines in a local region of space where ships of the Earth Alliance might "accidentally" blunder. It was simpler to pay extra to avoid an international incident.

Chapter 5: Scenarios

This chapter provides a series of scenarios representing the various conflicts that took place throughout the history of the Korean Navy. These scenarios should give players the opportunity to use the various Korean units, as well as give them a feel as to the changes that occurred in these vessel designs with the passage of time.

Raiders Along the Arc

One of the favorite routes out of the asteroid fields was a sling shot maneuver around a particular set of large asteroids. The route was called "The Arc." Obviously, the Raiders knew the route as well, especially the hiding places along the route. But the Koreans had a major shipment organized and decided to clear the road. They leaked a bogus shipment date through their "connections" and when the Raiders moved in towards their favorite hiding spots along that route, they found the Korean Navy waiting for them.

Set-Up

Terrain: Use Fixed Map. Place asteroids in the following hexes; 0306, 0422, 0527, 0602, 0612, 0817, 1106, 1124, 1310, 1520, 1613, 1708, 1728

Raiders: 4 Raider Corsairs in hexes 1917, 2015, 2018, and 2117, facing left, speed 2.

Korean: 1 Yi Sun-shin Mk-I in hex 0719, 2 Kobukson Mk-I's, one in hex 1413 and hex 1521, facing right, speed 4.

Fighters: There are no fighters in this scenario.

Special Rules

The location is in a cul-de-sac with extremely dense, unpassable asteroids along the top, left and bottom of the map. Units existing along these sides are considered destroyed.

The Korean forces have just moved out from their concealment and both sides are aware of each other's locations. The Koreans have a +5 to initiative for the first two turns.

Victory Conditions

The Raiders are after cargo and are not looking for a fight against military vessels. Award one victory point for each Raider Corsair that escapes off the right side of the map. Award 2 additional victory

points to the Raiders for destroying the Yi Sun-shin and 1 additional victory point for each destroyed Kobukson. Crippled ships count as half. Compare the total victory points with the following table to determine the level of victory.

Victory Points

Results

- | | |
|-----|--|
| 0 | The Raiders have suffered a crushing defeat and "The Arc" will offer clear sailing for some time to come. |
| 1-2 | The Raiders have received a significant defeat and will go out of their way to leave the Koreans alone for awhile and look for greener pastures elsewhere. |
| 3-5 | Not exactly the message the Koreans were hoping to send, but at least the Raiders have been put on notice. |
| 6-7 | The Koreans had hoped to send a message to the Raiders. Unfortunately, they sent the wrong one. The Raiders will be bolder than ever now. |
| 8 | The Koreans have suffered a stunning defeat. The Raiders are now in complete control of "The Arc" and Korea's profits will suffer accordingly. |

Historical Outcome

The Koreans did not quite gain the complete surprise they were hoping for, but did manage to destroy two of the four Corsairs. Unfortunately, the Raiders managed to destroy a Kobukson in the process. Still the word was out that the Koreans weren't going to be pushed around and were willing to come looking for the Raiders.

In Rides the Calvary

The original Balos assault plan had the combined forces of the Balosian and Republic of South America (RSA) drawing off a portion of the Dilgar Navy. This force would then be obliterated by the combined might of the Allied fleet after which the Allies would turn on the remaining Dilgar forces and destroy them. Unfortunately, the Balosian/RSA did their jobs too well and the Dilgar countered with a force much bigger than expected, leaving the planet of Balos exposed. EarthForce quickly altered their timetable and launched their assault on the planet of Balos early. They sent the Koreans to aid the Balosian/RSA forces by ordering them intercept a Dilgar task force.

Set-Up

Terrain: Empty Space. Use floating map.

Dilgar: 1 Leskrati, 1 Athraskala-C, 1 Abrithi-B, 2 Ochlavita, 1 Ochalvita-B, 2 Jashakar within 5 hexes of the left side of the map, facing right, speed 8 or less.

Korean: 1 Jang Bogo Mk-I, 1 Haemosu Mk-I, 1 Yi Song-gye Mk-II, 2 Yi Sun-shin Mk-IV, 2 Kobukson Mk-III within 5 hexes of the right side of the map, facing left, speed 4.

Fighters: The Korean ships are equipped with Delta-V Fighters and Lakrit Assault Shuttles. The Dilgar are equipped with Thorun MK-II Fighters.

Special Rules

The Dilgar jumped in 2 turns earlier, the Leskrati's jump engine will not be recharged until Turn 28.

The Koreans just jumped in; the jump engine of the Haemosu will not be recharged until Turn 20.

Each missile rack on the Athraskala-C is equipped with 2 Flash missiles. The Ochalvita bomb racks are equipped with Basic missiles and 1 Flash missile.

The Leskrati, Athraskala, Abrithi-B and the two Jashakar have formed a Pentacan formation.

The Ochlavita-B and Abrithi-B each have 1 flight of fighters deployed. The Haemosu has 1 flight deployed, while the Jang Bogo has 2. Fighters are deployed within 6 hexes of their parent ship.

Victory Conditions

Whichever side is left holding the field of battle is the winner.

Historical Outcome

The Dilgar task force was an hastily assembled, ad hoc group, to reinforce the original force sent to deal with the Balosian/RSA force. The Dilgar arrived first, dropping out of hyperspace far enough from the battle to determine the situation. The Koreans arrived a few minutes later. The Dilgar WarLeader recognized the situation for what it was and decided that this was a good day to die. He sent his forces into battle with orders to fight to the last. The Koreans went in with orders to conduct a holding action until further reinforcements arrived....none did. When the battle was over, the entire Dilgar force was gone. The Koreans lost both Kobuksons, one of the two Yi Sun-shins, essentially all their fighters, and the priceless Haemosu Jump Cruiser. The Jang Bogo was badly damaged, as was the other Yi Sun-shin. Only the Yi Song-gye cruiser was left largely intact.

Io Nightmare

Korea managed to remain uninvolved throughout the majority of the Earth-Minbari War. But as EarthForce continued to lose ground, there came the realization that the Minbari were not going to recognizing Korean humans versus Earth Alliance humans and would kill both equally. When EarthForce was finally pushed back to Earth, the Koreans were forced to join in the defense of Earth.

Assigned to the Io jumpgate, the Korean force was grouped with the other independent national forces in the hopes of sowing some confusion within the Minbari forces. The multi-national fleet was assigned, by nation, to various sectors around the moon. The plan was that when the Minbari arrived, the closest fleet would conduct a holding action, while the remaining fleets rallied to reinforce. It was a classic set piece military maneuver. It failed completely, when Minbari forces simultaneously jumped in on every fleet around Io. There would be no reinforcements; each nation would fight alone.

Set-Up

Terrain: Use standard map. The right edge of the map represents the outer edge of the atmosphere of Io.

Minbari: 2 Sharlin, 4 Tinashi, 1 Esharan, 1 Letann within 5 hexes of the left side of the map, facing right, speed 4. Form two groups, each around a Sharlin, no closer than 10 hexes.

Korean: 1 Jan Bogo Mk-I, 1 Haemosu Mk-II, 2 Yi Song-gye Mk-III, 4 Yi Sun-shin Mk-V, 2 Yi Sun-shin-P Mk-I, 6 Kobukson Mk-III within 5 hexes of the right side of the map, facing left, speed 4.

Fighters: The Koreans are equipped with Valkyrie Fighters, Hades Assault Shuttles and Lamprey Breaching Pods. The Minbari are equipped with Nial Fighters and Combat Flyers.

Special Rules

The Minbari just jumped in, and both Sharlin jump engines will not be recharged until Turn 10.

The Yi Sun-shin's have 20 points each for the purchase of specialty missiles. The Yi Song-gye's have 40 points each for missiles.

The Valkyrie's from the Haemosu are loaded with 2 Basic fighter missiles each, while the Valkyrie's on the Jang Bogo are loaded with 1 Basic and 2 Class-Y fighter missiles each.

The Sharlin's each have 1 flight of fighters deployed. The Haemosu has 1 flight deployed, while the Jang Bogo has 2. Fighters are deployed within 6 hexes of their parent ship.

Victory Conditions

The Sharlin's, along with the Letann, are under orders to jump away when their jump engines recharge, in order to rejoin the primary assault on Earth. The remaining Tinashi may remain to continue the battle if desired.

Score 0.5 victory points for each Kobukson destroyed and a 1 victory point for the remaining Korean ships. Subtract 3.5 victory points for each Sharlin destroyed and 1.5 victory points for the remaining Minbari ships. Crippled ships count as half. Minbari ships that jump away before Turn 10 are considered crippled. Compare the total victory points with the following table to determine the Minbari level of victory.

Victory Points	Results
12+	Total Victory: The Koreans were obliterated and managed little in the way of resistance.
7 to 11	Major Victory: Despite some damage, the Minbari left a tattered remnant of the Korean force.
2 to 6	Minor Victory: The Koreans provided a spirited battle, but were ultimately beaten.
-3 to 1	Draw: The Koreans gave as good as they got.
-8 to -4	Minor Loss: Thanks to a combination of bad luck and Korean perseverance, the Minbari took heavier losses than was expected.
-13 to -9	Major Loss: Luck is fickle and the Minbari saw significant losses and failed to defeat the Koreans.
-14	Total Loss: Lady luck is Korean. The Minbari were completely overwhelmed with essentially no loss of Korean life.

Historical Outcome

The Minbari jumped into medium range of the Korean fleet and immediately opened fire, apparently undeterred by the appearance of non-EarthForce ships. Fortunately, the Jang Bogo was furthest from the Minbari giving her time to launch her remaining fighters. The Korean's initially concentrated their fire on the lead Minbari Frigates, causing severe damage to one and minor damage to a second. The return fire devastated the front rank of the Korean fleet. Follow-up fire further damaged the

second Minbari frigate, forcing the two heavily damaged frigates to jump away. The Jang Bogo fighter strike scored damage to the lead Sharlin but was devastated by the Nials and the Esharan. Return fire from the two Sharlins obliterated the two Yi Song-gye cruisers. By now the range had dropped to virtually zero. The Korean forces damaged the remaining Tinashi, while the remaining Valkyrie's savaged the Esharan. In return the Minbari light forces crushed the remaining Korean light forces and the two Sharlin's obliterated the Jang Bogo in one combined salvo. The entire Minbari force proceeded to jump away, leaving only the Haemosu Jump Cruiser and a lone Kobukson Patrol Ship.

Clark's Contempt

When Clark began his takeover, he called for the stand down of all independent militaries operating within the Earth Alliance. Unsurprisingly, these organizations universally declined the order. Unfortunately, Clark was hardly a fool, and had anticipated this likely outcome. He had wisely pre-positioned several pro-Clark task forces near potential hot spots throughout the Earth Alliance. One such task force was waiting in hyperspace near a Korean task force. When Korea refused to stand down, this force was given the go order. The task force immediately jumped in and opened fire.

Set-Up

- Terrain: Empty Space. Use floating map.
- EarthForce: 1 Omega-A, 1 Oracle-G, 2 Tethys-K's within 5 hexes of the right side of the map, facing left, speed 4.
- Korean: 1 Oryonggeo Mk-I, 2 Goguryeo Mk-I's, 3 Janggeom Mk-I's within 5 hexes of the left side of the map, facing right, speed 8.
- Fighters: The Koreans are equipped Valkyrie Fighters, Hades Assault Shuttles and Lamprey Breaching Pods. The EarthForce Omega-A has 12 Thunderbolts and 12 Starfury's.

Special Rules

EarthForce has just jumped in, the Omega-A's jump engines will not be recharged until Turn 20.

The Oryonggeo was notified several turns ago that something was up and has begun to charge its jump engine (Korean forces tended to leave their jump engine idle while near Earth). Oryonggeo cannot activate its jump engine until Turn 12.

The Valkyrie's are loaded with 2 Class-Y and 1 Basic fighter missiles each. The Thunderbolts have a complete load of 6 Basic fighter missiles and are also equipped with Navigators.

The Omega-A has 2 flights of fighters deployed (only 1 may be Thunderbolts). The Oryonggeo has both of its flights deployed. Fighters are deployed within 6 hexes of their parent ship.

Victory Conditions

The Oryonggeo Heavy Cruiser is the primary target. Without that ship, the rest of the Korean force is lost, unable to escape any follow up attacks.

If the Oryonggeo is destroyed EarthForce wins. The level of victory is defined by the EarthForce losses. Loose the Omega and the victory is Minor. Loose the Oracle and the victory is Major and if only the Tethys are lost the victory is Total.

If the Oryonggeo escapes EarthForce has lost. The degree of loss is defined by number of additional Korean ships that also escaped. One and the loss is Minor, two to three and the loss is Major. If four or more escape the loss is Total.

Historical Outcome

EarthForce jumped in expecting to catch the Korean's flat footed. Unfortunately, permission for the mission arrived late and the Koreans had already been tipped off. Instead of a surprised enemy, the EarthForce task force found the Koreans with weapons armed, fighters launching and a jump engine building to charge. The Oryonggeo Heavy Cruiser was the obvious target. Take out that ship and the rest would never escape. This fact was not lost on the Koreans who oriented their light ships between the Oryonggeo and the EarthForce ships. The Korean fighters went in with orders to stop the Thunderbolts at all cost. They succeeded in taking out several but were completely wiped out in the process. EarthForce Starfury's and the remaining Thunderbolts were forced to run the gauntlet of Goguryeo's and Janggeom's while Korean assault shuttles and breaching pods ran interference. In the end the Oryonggeo managed to jump out with one Goguryeo and one Janggeom. The EarthForce commander was sacked for incompetence.

Republic Raiders

The war between the Interstellar Alliance and the Centauri Republic was short lived and never officially involved the Koreans or most of the other races. The issue was the fact that Centauri forces seemed quite

willing to attack apparently neutral forces if they were in any way affiliated with the Interstellar Alliance. At one point, a Korean convoy was discovered by a Centauri raiding group, while traveling between jump gates. The Centauri moved in only to discover that one of the Goguryeo's was actually a Dalnim Carrier, at which point the raid got a whole lot more difficult.

Set-Up

Terrain: Empty Space. Use a floating map.

Centauri: 1 Demos in hex 3404 and hex 3606, 1 Darmoti in hex 3406, and 1 Vorchar in hex 3604. All ships are facing right, speed 10.

Korean: 1 Goguryeo Mk-I in hex 1805, 1 Dalnim Mk-I in hex 1025, and 1 Janggeom Mk-I in hex 1422 and hex 1428. All ships are facing right, speed 4.

Civilian: 4 Commercial Freighters. One each in hexes 1225, 1424, 1426 and 1625. Facing right, speed 4.

Fighters: The Koreans are equipped with Sabre Fighters, Hades Assault Shuttles. Only the Janggeom's are equipped with Lamprey Breaching Pods. The Centauri are equipped with Sentri Fighters.

Special Rules

The Centauri just jumped in, and the Darmoti's jump engine will not recharge until Turn 16.

The Sabers' on the Dalnim are loaded with 1 Basic and 2 Class-Y fighter missiles each.

The Dalnim has 1 flight of fighters deployed. The Darmoti has 1 flight deployed. Fighters are deployed within 6 hexes of their parent ship.

Victory Conditions

The Centauri are out to destroy the civilian ships and are not interested in fighting warships. Victory is defined by the number of freighters destroyed. Zero and the Koreans have won. One and the battle is a draw, two and the Centauri have a minor victory. Three and the Centauri have a major victory. Destroying all four results in a Total victory.

Historical Outcome

The Centauri forces attempted to bull rush into the midst of the convoy and were heavily mauled, though none of their vessels were destroyed. They managed to destroy one freighter and decided discretion was the better part of valor and jumped away.

Afterword

During its existence, Agents of Gaming (AoG) created a number of races and implied or briefly mention the presence of many more. Many of the races that were created received only a minimal description of their background and included only a few ships. In addition, those ships that were provided were typically confined to a specific time period or historical event (i.e. the Dilgar War).

This has left a number of holes in the defined races and little, if any, definition for other races. Obviously, AoG planned to fill in the holes through a series of products. It is equally obvious that AoG never intended to define every race and fill every hole. Despite their good intentions, AoG's plans were made mute with the loss of the Babylon 5 license and the subsequent closure of AoG.

To that end, I have decided to generate a new product line know as Small Races (SR). Each Small Races Supplement is intended to define a single race's history, its historical forces and technology and provide a number of scenarios by which players can try out these new additions to the Babylon 5 Wars.

Obviously larger races, which could possess hundreds of ship designs, stretching over centuries of existence, would be all but impossible to capture in a single supplement, nor do I intended to try. There will be no Centauri size races and no significant additions to the League of Non-Aligned Worlds. There will be no world beaters, no new overwhelming technologies, and the races that will be developed will not be destined to launch a universe spanning war of domination. That being said, the ships and technology that will be provided will have a chance to fight and win against other racial opponents. After all, who is interested in a race that has no hope, will be stomped mercilessly into the ground, and plays the role of the clay pigeon.

Based on these ground rules, I have produced and now offer the first Small Races Supplement. It focuses on the Republic of Korean Space Navy. The Republic of Korea (ROK) never joined the Earth Alliance, choosing instead to go its own way and develop its own naval forces. Never particularly large, the ROK-Navy was established to provide local defense above the Korean peninsula and later to protect Korean assets outside the orbit of Earth, both in system and out. This is the story of the first Small Race. Enjoy.

---- Richard Bax

Product Credits

Editor..... Richard Bax
Layout..... Richard Bax
The Historical Repair Team..... Mark Graves, Klebert Hall, Richard Bax, Symon Cook, John T. Coleman, Jamie Coleman, Ned Farnsworth.
Cover Design..... Richard Bax

Special Credit Notes

Most of the Korean time line for this product was originally developed by Mark Graves when he generated the Earth Alliance time line for the Rules Compendium. The historical text in the Compendium is a shadow of the total effort Mark put in. His works included ship, fighter, and technology time lines for the Earth Alliance, as well as all other human organizations. One of these organizations was the independent Republic of Korea.

I have taken the opportunity to expand on his efforts and move them to the next level. This includes generating Babylon 5 Wars units and providing additional historical context. This product would not exist without his efforts.

B5Wars Lives Online

B5Wars.net is THE Player Resource for the Babylon 5 Wars Universe! From a worldwide player registry, to online discussion forums and chat rooms, to a gallery of painted miniatures, this is your one-stop shop for information about any of the game systems in the Babylon 5 Wars Universe. Check it all out at <http://b5wars.net/>.

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Korean Kobukson Patrol Ship (Mk=1)

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship In Service: 2120 Point Value: 250 Ramming Value: 40 Jump Delay: N/A	Turn Cost: 1/2 x Speed Turn Delay: 1/2 x Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 1+1 Thrust Roll Cost: 1+1 Thrust	Fwd/Aft Defense: 12 Stb/Port Defense: 13 Engine Efficiency: 3/1 Extra Power: +0 Initiative Bonus: +12
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

Light Chemical Laser
Class: Laser
Modes: R (8)
Damage: 2d10+2
Range Penalty: -1 per hex
Fire Control: +1/+1/-1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Blast Cannon
Class: Matter
Mode: Pulse
Damage: 3 1d3 times
Maximum Pulses: 4
Grouping Range: +1 per 5
Range Penalty: -1 per hex
Fire Control: +2/+1/+0
Intercept Rating: -1
Rate of Fire: 1 per turn

Chemical Laser Ammunition

Lt Chemical Laser #1

□	□
□	□
□	□

Blast Cannon Ammunition

Lt Blast Cannon #2

□	□
□	□
□	□

Lt Blast Cannon #3

□	□
□	□
□	□

Lt Blast Cannon #4

□	□
□	□
□	□

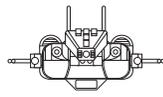
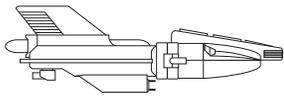
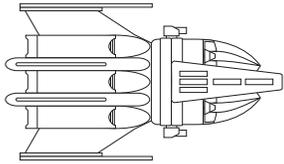
Lt Blast Cannon #5

□	□
□	□
□	□

HANGAR

0 Fighters Thrust: 3
4 Shuttles Thrust: 3
Armor: 1 Defense: 8/10

□	□	□	□
□	□	□	□
□	□	□	□
□	□	□	□



FORWARD HITS
1-6: Retro Thrust
7-8: Lt Chem Laser
9-11: Lt Blast Cannon
12-17: Structure
18-20: PRIMARY Hit

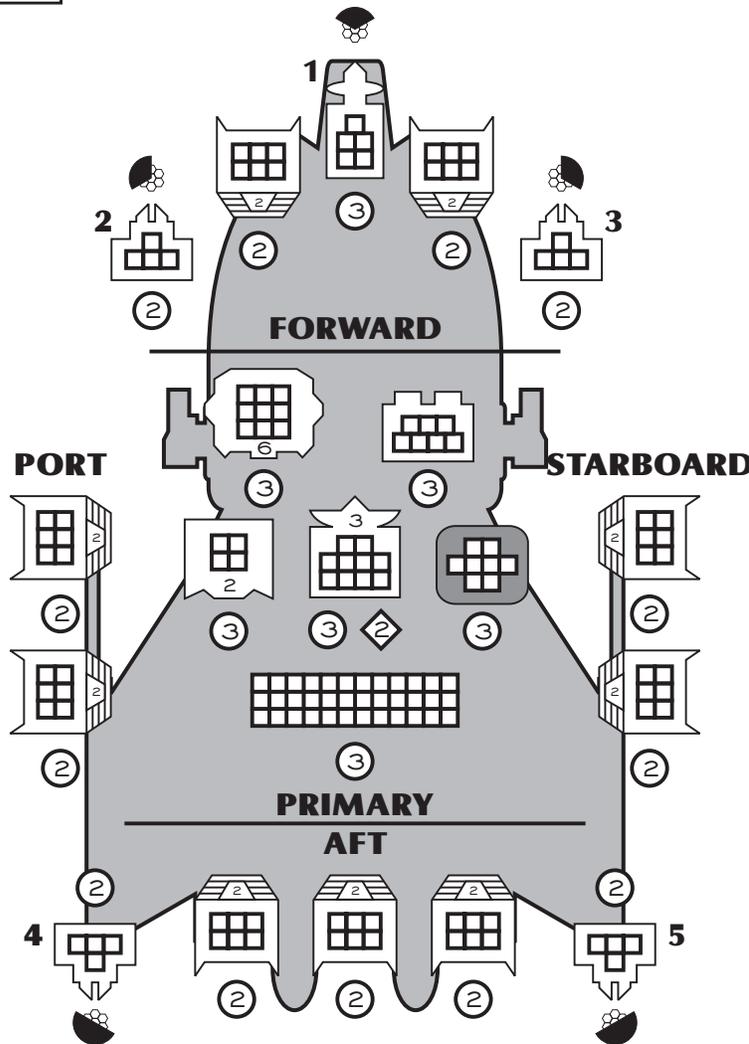
AFT HITS
1-8: Main Thrust
9-11: Lt Blast Cannon
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES
Atmospheric Capable

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Lt Chemical Laser
- Lt Blast Cannon



Korean Yi Sun-shin Corvette (mk=)

SPECS

Class: Hvy Cmbt Ship
 In Service: 2120
 Point Value: 375
 Ramming Value: 110
 Jump Delay: N/A

MANEUVERING

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

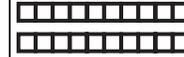
COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +6

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	2	2	3	4	4	5	6	6	7	8	8

HANGAR

0 Fighters Thrust: 3
 2 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10



WEAPON DATA

Light Chemical Laser
 Class: Laser
 Modes: R (8)
 Damage: 2d10+2
 Range Penalty: -1 per hex
 Fire Control: +1/+1/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Light Blast Cannon
 Class: Matter
 Mode: Pulse
 Damage: 3 1d3 times
 Maximum Pulses: 4
 Grouping Range: +1 per 5
 Range Penalty: -1 per hex
 Fire Control: +2/+1/+0
 Intercept Rating: -1
 Rate of Fire: 1 per turn

Class-60 Missile Rack
 Class: Ballistic
 Missiles: 4
 Range Penalty: None
 Fire Control: n/a (Missile OEW)
 Rate of Fire: 1 per 3 turns
Special: Light Missiles Only
Light (Type-D) Missile
 Mode: Standard
 Damage: 12
 Launch Range: 15 hexes
 Maximum Range: 45 hexes
 Fire Control: +3/+3/+3

SIDE HITS

- 1-5: Port/Strb Thrust
- 6: Lt Chemical Laser
- 7-8: Missile Rack
- 9-10: Lt Blast Cannon
- 11-18: Port/Strb Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

Special Hull Arrangement
 (No Fwd/Aft Hits)
 Atmospheric Capable

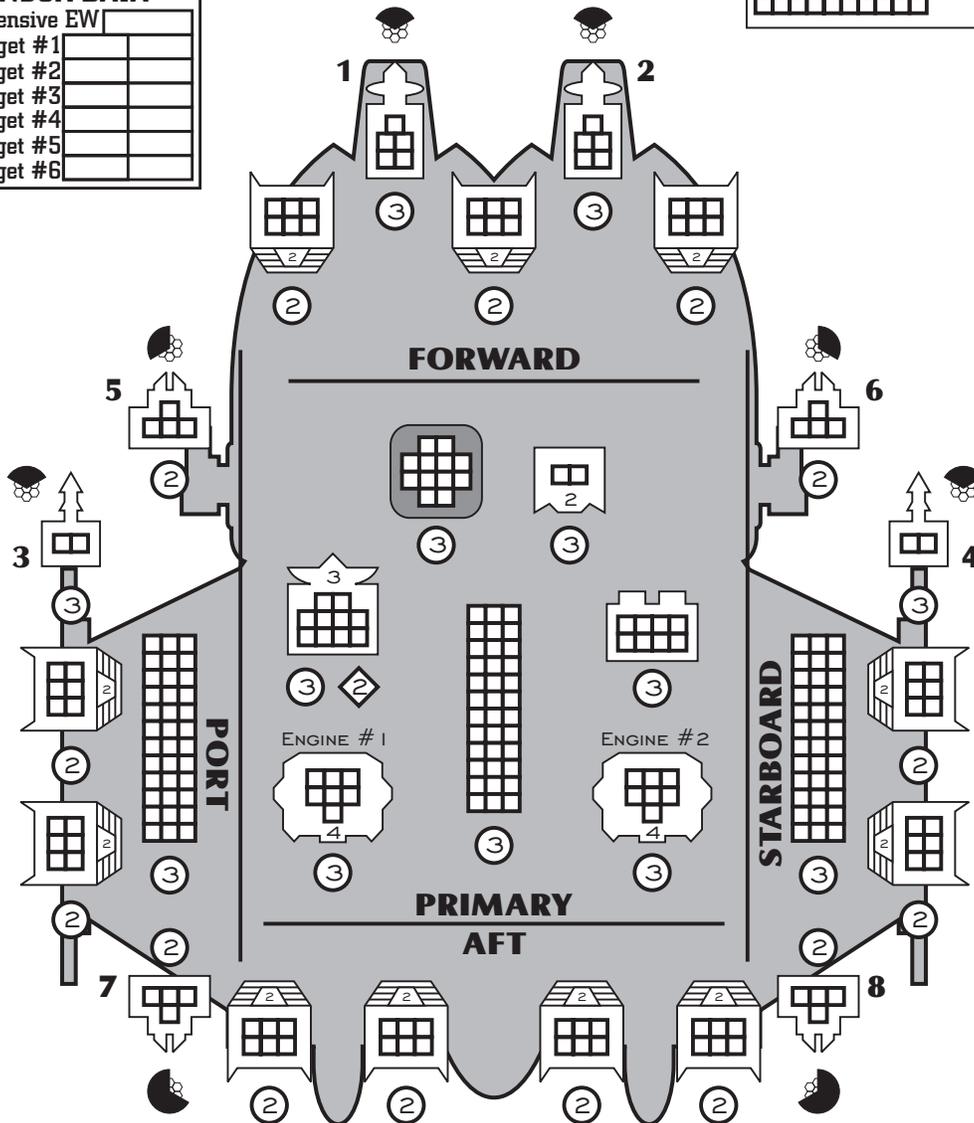
PRIMARY HITS

- 1-6: Primary Structure
- 7-8: Lt Chemical Laser
- 9-10: Fwd/Aft Thrust
- 11-12: Sensors
- 13-14: Engine #1
- 15-16: Engine #2
- 17-18: Hangar
- 19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW

Target #1	Target #2	Target #3	Target #4	Target #5	Target #6



ICON RECOGNITION

- Thruuster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Lt Chemical Laser
- Missile Rack
- Lt Blast Cannon

Chemical Laser Ammunition

Lt Chemical Laser #1

Lt Chemical Laser #2

MISSILES

Rack #3

Rack #4

Blast Cannon Ammunition

Lt Blast Cannon #5

Lt Blast Cannon #6

Lt Blast Cannon #7

Lt Blast Cannon #8

Korean Beta Series Space Fighter

SPECS

Class: Light Fighter
 In Service: 2126
 Point Value: 7 each
 Ramming Value: 10
 Jinking Limit: 10 Levels

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

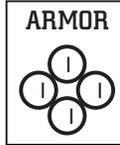
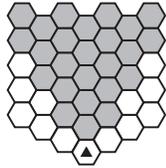
Fwd/Aft Defense: 6
 Stb/Port Defense: 6
 Free Thrust: 6
 Offensive Bonus: +2
 Initiative Bonus: +17

WEAPON DATA

Gatling Cannon
 Number of Guns: 1
 Class: Particle
 Damage: 1d6
 Range Penalty: -3 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn

SPECIAL NOTES

6 ammunition for gun
 (shown in Notes)



Flight Level Combat

5 or more above = 0 Hit
 3-4 above = 1/6 Hit
 1-2 above = 1/3 Hit
 0-2 below = 1/2 Hit
 3-4 below = 2/3 Hit
 5-6 below = 5/6 Hit
 7 or more below = All Hit

Flight #1

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #2

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #3

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #4

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #5

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #6

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #7

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #8

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

Korean Yi Sun-shin Corvette [Mk=II]

SPECS		MANEUVERING		COMBAT STATS	
Class: Hvy Cmbt Ship		Turn Cost: 1/2 x Speed		Fwd/Aft Defense: 14	
In Service: 2164		Turn Delay: 2/3 x Speed		Stb/Port Defense: 15	
Point Value: 425		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 3/1	
Ramming Value: 110		Pivot Cost: 2+2 Thrust		Extra Power: +0	
Jump Delay: N/A		Roll Cost: 2+2 Thrust		Initiative Bonus: +6	
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 2 2 3 4 4 5 6 6 7 8 8

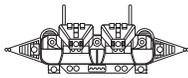
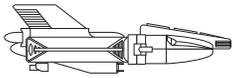
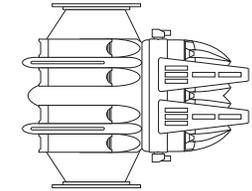
WEAPON DATA

Med Chemical Laser
 Class: Laser
 Modes: R (8)
 Damage: 3d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Lt Particle Beam
 Class: Particle
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Class-0 Missile Rack
 Class: Ballistic
 Missiles: 12
 Range Penalty: None
 Fire Control: +2/+2/+2
 Rate of Fire: 1 per 3 turns

HANGAR
 0 Fighters
 2 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10



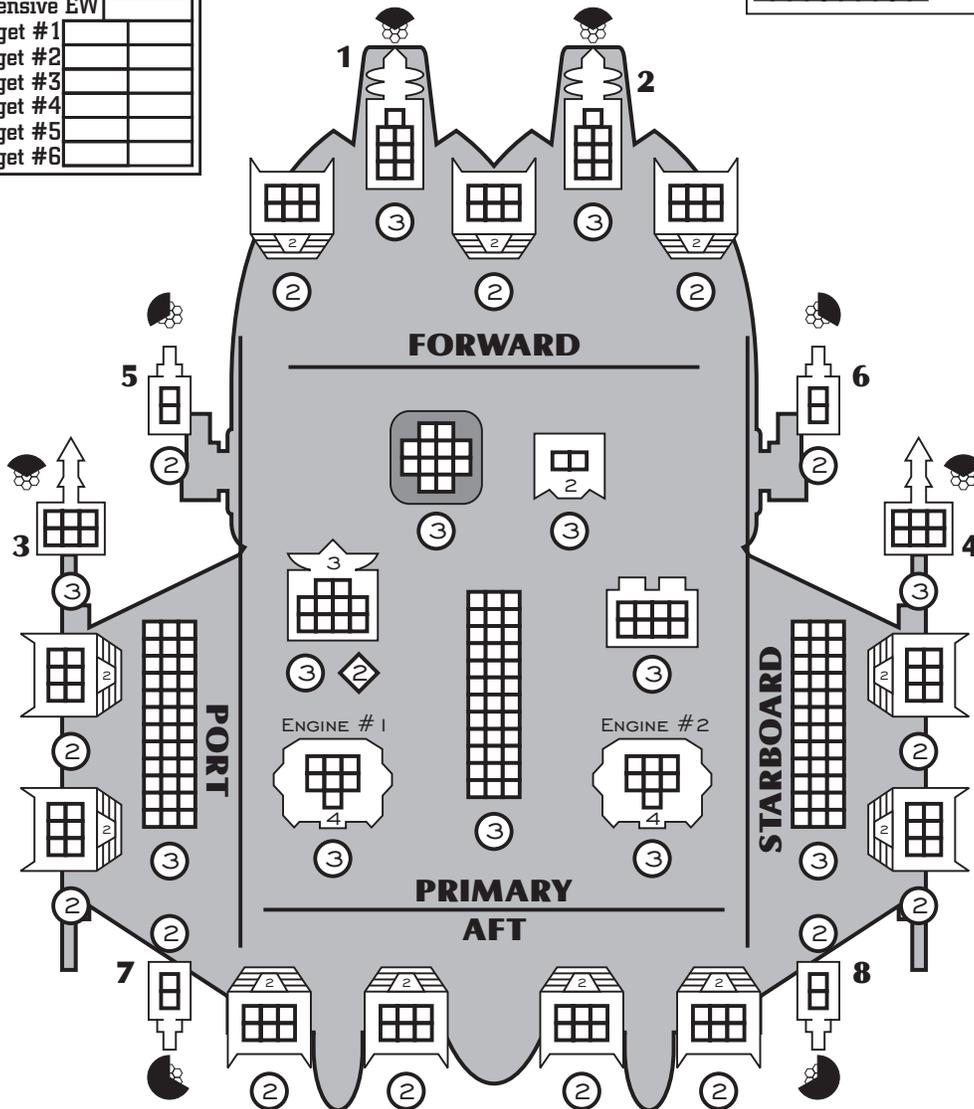
SIDE HITS
 1-5: Port/Strb Thrust
 6: Med Chemical Laser
 7-8: Missile Rack
 9-10: Lt Particle Beam
 11-18: Port/Strb Structure
 19-20: PRIMARY Hit

SPECIAL NOTES
 Special Hull Arrangement
 (No Fwd/Aft Hits)
 Atmospheric Capable

PRIMARY HITS
 1-6: Primary Structure
 7-8: Med Chemical Laser
 9-10: Fwd/Aft Thrust
 11-12: Sensors
 13-14: Engine #1
 15-16: Engine #2
 17-18: Hangar
 19: Reactor
 20: C & C

SENSOR DATA

Defensive EW	Target #1	Target #2	Target #3	Target #4	Target #5	Target #6



Chemical Laser Ammunition

Med Chemical Laser #1
 [Grids]

Med Chemical Laser #2
 [Grids]

MISSILES

Rack #3
 [Grids]

Rack #4
 [Grids]

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Chemical Laser
- Missile Rack
- Lt Particle Beam

Korean Kobukson Patrol Ship (mk=II)

SPECS		MANEUVERING		COMBAT STATS	
Class: Medium Ship		Turn Cost: 1/2 x Speed		Fwd/Aft Defense: 12	
In Service: 2165		Turn Delay: 1/2 x Speed		Stb/Port Defense: 13	
Point Value: 275		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 3/1	
Ramming Value: 40		Pivot Cost: 1+1 Thrust		Extra Power: +0	
Jump Delay: N/A		Roll Cost: 1+1 Thrust		Initiative Bonus: +12	
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

Medium Blast Cannon
 Class: Matter
 Modes: Pulse
 Damage: 5 1d5 times
 Maximum Pulse: 5
 Grouping Range: +1 per 5
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/+0
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Lt Particle Beam
 Class: Particle
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

HANGAR

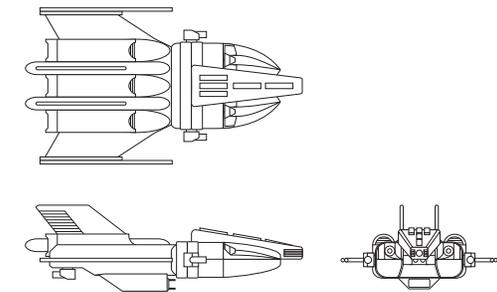
0 Fighters
 3 Assault Shuttles
 1 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10

■■■■■■■■

Blast Cannon Ammunition

Med Blast Cannon #1

■■■■ ■■■■
 ■■■■ ■■■■



FORWARD HITS
 1-6: Retro Thrust
 7-8: Med Blast Cannon
 9-11: Lt Particle Beam
 12-17: Structure
 18-20: PRIMARY Hit

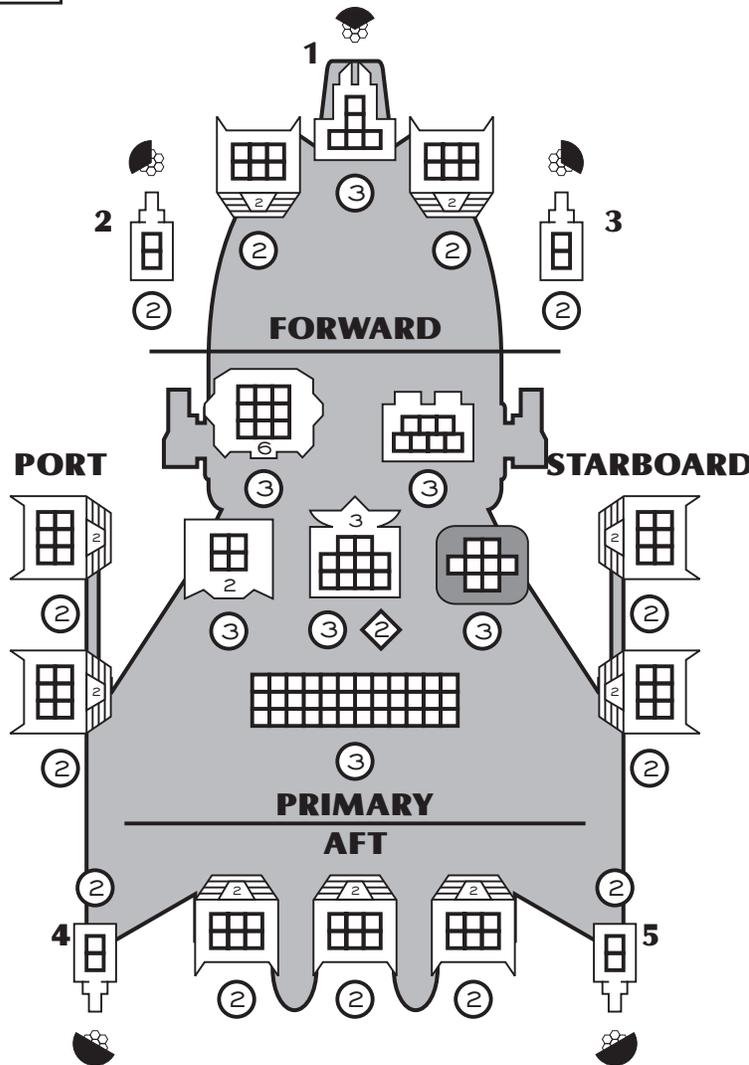
AFT HITS
 1-8: Main Thrust
 9-11: Lt Particle Beam
 12-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS
 1-8: Port/Stb Thrust
 9-11: Sensors
 12-14: Engine
 15-16: Hangar
 17-19: Reactor
 20: C & C

SPECIAL NOTES
 Atmospheric Capable

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Blast Cannon
- Lt Particle Beam

LAKRIT ASSAULT SHUTTLES

Cost: 20 Defense: 9/9
 Thrust: 6 Offense: +1
 Armor: 1 Initiative: +9
 1 Gatling Cannon
 Rate of Fire: 1 per turn
 Range Penalty: -3 per hex
 Damage 1d6
 Firing Arc:

Korean Yi Song-gye Cruiser (M+)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship In Service: 2166 Point Value: 550 Ramming Value: 180 Jump Delay: N/A	Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	Fwd/Aft Defense: 15 Stb/Port Defense: 17 Engine Efficiency: 3/1 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

Med Chemical Laser
Class: Laser
Modes: R (8)
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Blast Cannon
Class: Matter
Modes: Pulse
Damage: 5 1d5 times
Maximum Pulse: 5
Grouping Range: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Lt Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Class-0 Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 3 turns

Chemical Laser Ammunition

Med Chemical Laser #1

□	□
□	□
□	□

Med Chemical Laser #2

□	□
□	□
□	□

Blast Cannon Ammunition

Med Blast Cannon #3

□	□
□	□
□	□

Med Blast Cannon #4

□	□
□	□
□	□

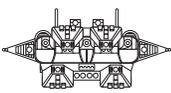
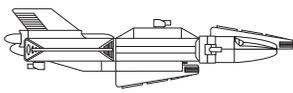
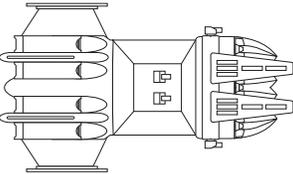
MISSILES

Rack #5

□	□
□	□
□	□

Rack #6

□	□
□	□
□	□



FORWARD HITS
1-7: Retro Thrust
8-10: Med Chemical Laser
11-12: Lt Particle Beam
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-6: Port/Stb Thrust
7-8: Med Blast Cannon
9-10: Missile Rack
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Engine #1
9-10: Engine #2
11-12: Lt Particle Beam
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-10: Primary Structure
11-12: Lt Particle Beam
13-14: Sensors
15-16: Hangar
17-18: Reactor
19-20: C & C

SPECIAL NOTES
Limited Deployment (33%)

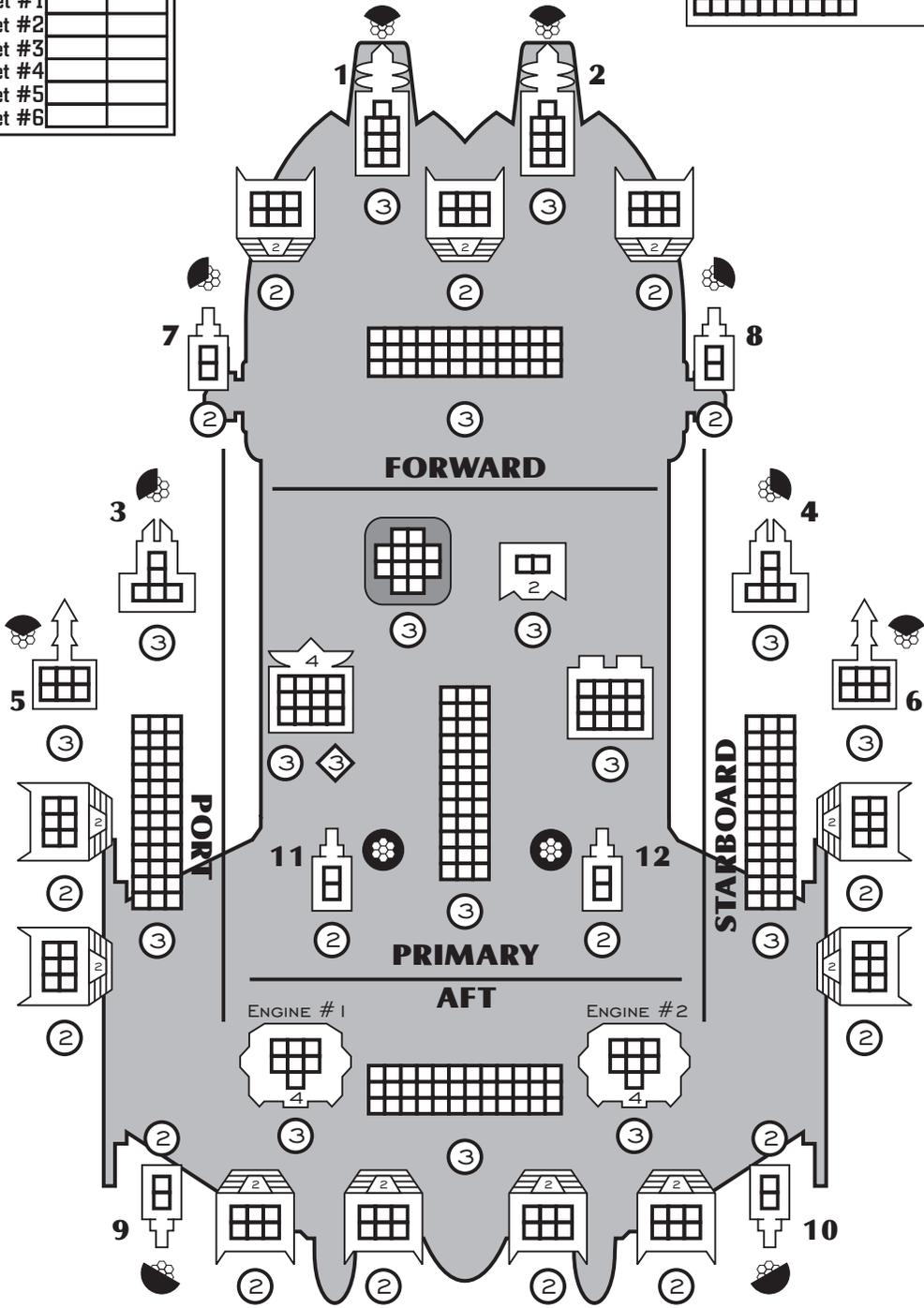
SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
2 Shuttle Thrust: 3
Armor: 1 Defense: 8/10

□	□
□	□



ICON RECOGNITION

- Thruuster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Chemical Laser
- Missile Rack
- Med Blast Cannon
- Lt Particle Beam

Korean Nopunde-A/B OSAT (Mk=0)

SPECS

Class: OSAT
 In Service: 2167/2168
 Point Value: 150
 Ramming Value: 14
 Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
 Turn Delay: N/A
 Accel/Decel Cost: N/A
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS

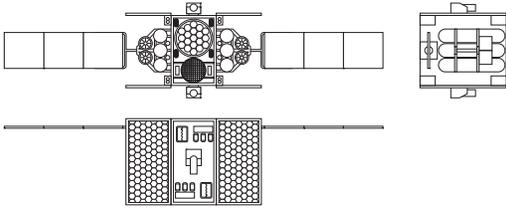
Fwd/Aft Defense: 10
 Stb/Port Defense: 10
 Engine Efficiency: N/A
 Extra Power: +0
 Initiative Bonus: +12

WEAPON DATA

Lt Particle Beam
 Class: Particle
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Med Chemical Laser
 Class: Laser
 Modes: R (8)
 Damage: 3d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Class-0 Missile Rack
 Class: Ballistic
 Missiles: 12
 Range Penalty: None
 Fire Control: +2/+2/+2
 Rate of Fire: 1 per 3 turns



PRIMARY HITS
 1-10: Primary Structure
 11-12: Thruster
 13-14: Missile Rack/Laser
 15-16: Lt Particle Beam
 17-18: Sensors
 19-20: Reactor

SENSOR DATA

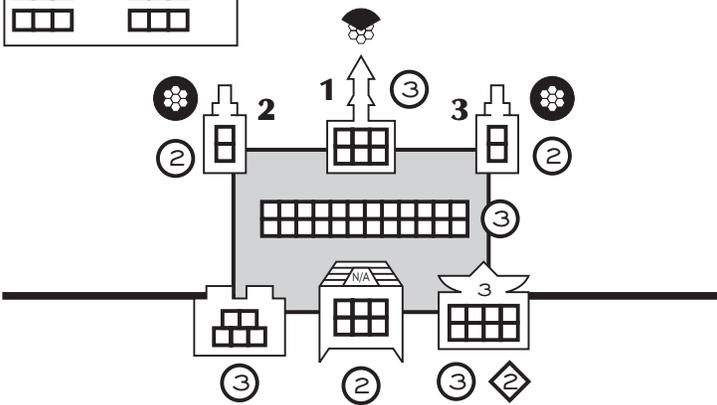
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

MISSILES

Rack #1

□	□
□	□

Nopunde-A

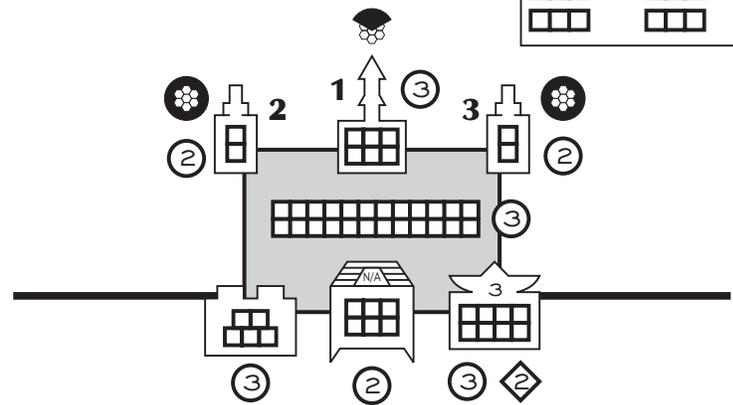


MISSILES

Rack #1

□	□
□	□

Nopunde-A

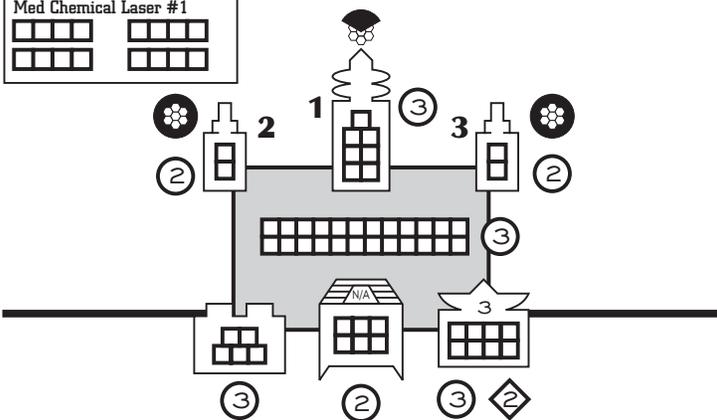


Chemical Laser Ammunition

Med Chemical Laser #1

□	□
□	□

Nopunde-B

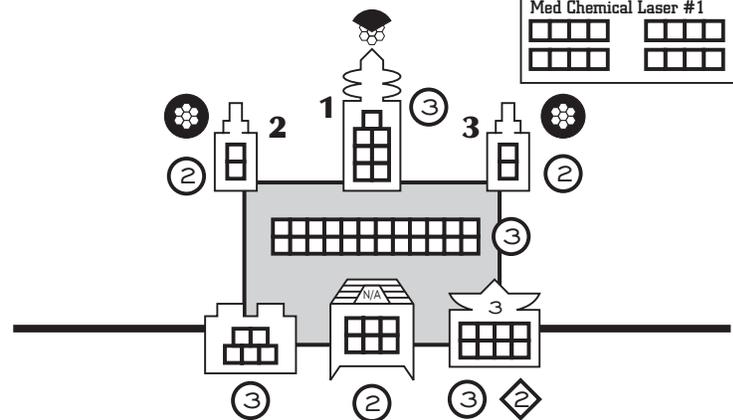


Chemical Laser Ammunition

Med Chemical Laser #1

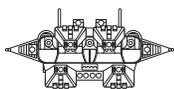
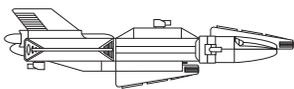
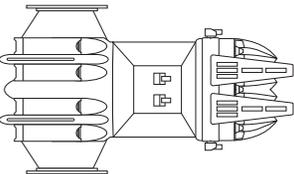
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Nopunde-B



ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Missile Rack
- Med Chemical Laser
- Lt Particle Beam



FORWARD HITS

- 1-7: Retro Thrust
- 8-10: Med Chemical Laser
- 11-12: Std Particle Beam
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-6: Port/Sth Thrust
- 7-8: Med Blast Cannon
- 9-10: Missile Rack
- 11-18: Port/Sth Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Engine #1
- 9-10: Engine #2
- 11-12: Std Particle Beam
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-10: Primary Structure
- 11-12: Std Particle Beam
- 13-14: Sensors
- 15-16: Hangar
- 17-18: Reactor
- 19-20: C & C

SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SPECS

Class: Capital Ship
 In Service: 2185
 Point Value: 575
 Ramming Value: 180
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
 Sth/Port Defense: 17
 Engine Efficiency: 3/1
 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

HANGAR

0 Fighters
 2 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10

WEAPON DATA

Med Chemical Laser
 Class: Laser
 Modes: R (8)
 Damage: 3d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Medium Blast Cannon
 Class: Matter
 Modes: Pulse
 Damage: 5 1d5 times
 Maximum Pulse: 5
 Grouping Range: +1 per 5
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/+0
 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-50 Missile Rack
 Class: Ballistic
 Missiles: 12
 Range Penalty: None
 Fire Control: +2/+2/+2
 Rate of Fire: 1 per 2 turns

Chemical Laser Ammunition

Med Chemical Laser #1

Med Chemical Laser #2

Blast Cannon Ammunition

Med Blast Cannon #3

Med Blast Cannon #4

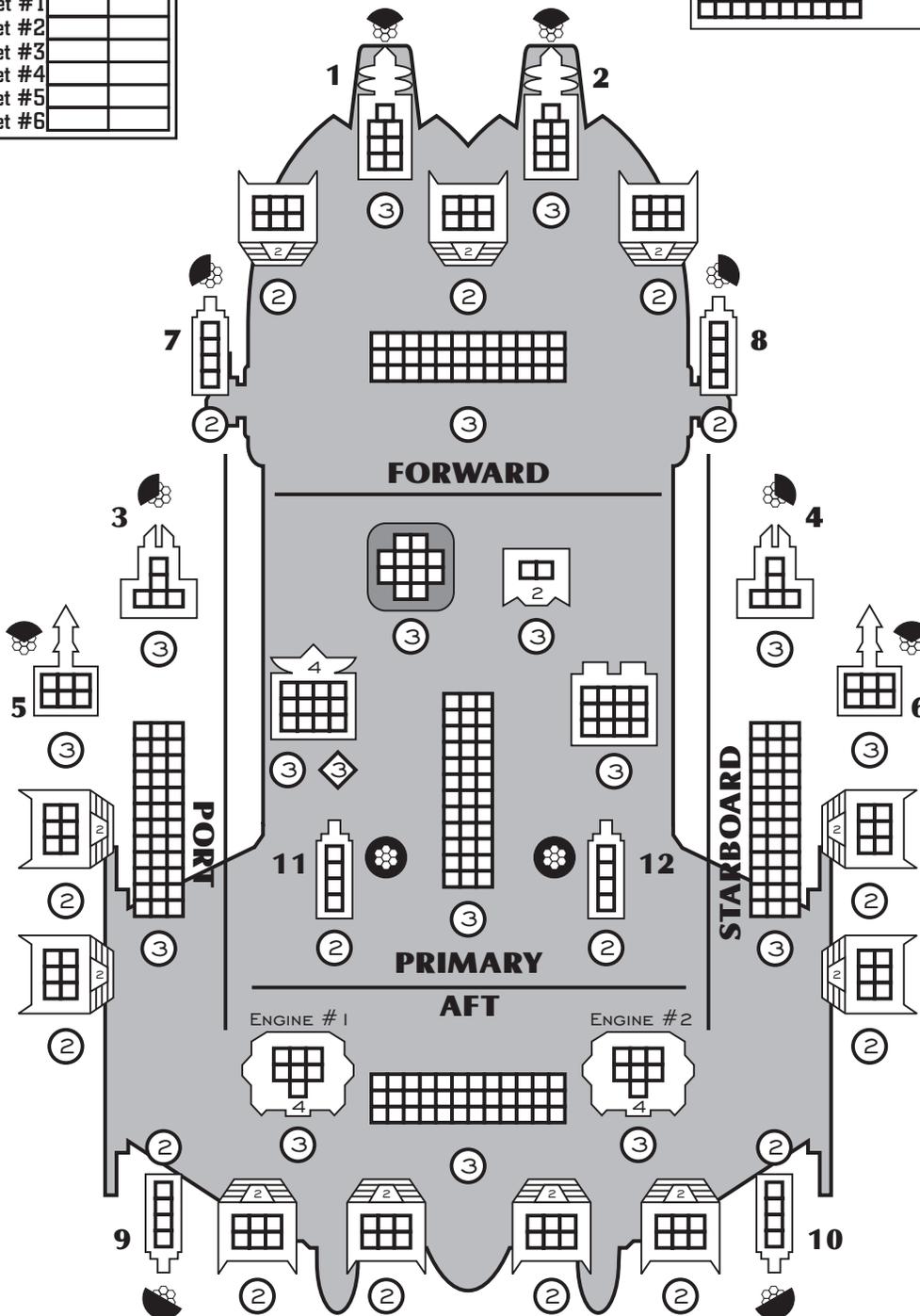
MISSILES →

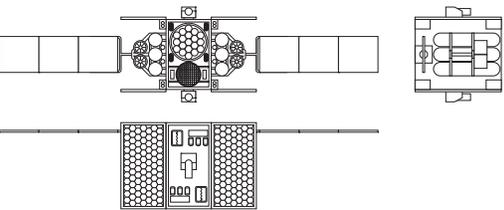
Rack #5

Rack #6

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Chemical Laser
- Missile Rack
- Med Blast Cannon
- Std Particle Beam





Korean Nopunde-A/B OSAT (Mk-II)

SPECS

Class: OSAT
 In Service: 2186/2186
 Point Value: 160
 Ramming Value: 14
 Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
 Turn Delay: N/A
 Accel/Decel Cost: N/A
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 10
 Stb/Port Defense: 10
 Engine Efficiency: N/A
 Extra Power: +0
 Initiative Bonus: +12

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

Med Chemical Laser
 Class: Laser
 Modes: R (8)
 Damage: 3d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Class-SO Missile Rack
 Class: Ballistic
 Missiles: 12
 Range Penalty: None
 Fire Control: +2/+2/+2
 Rate of Fire: 1 per 2 turns

PRIMARY HITS

- 1-10: Primary Structure
- 11-12: Thruster
- 13-14: Missile Rack/Laser
- 15-16: Std Particle Beam
- 17-18: Sensors
- 19-20: Reactor

SENSOR DATA

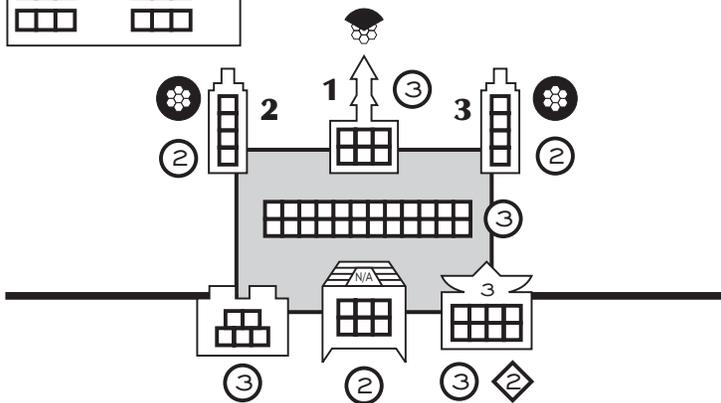
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

MISSILES

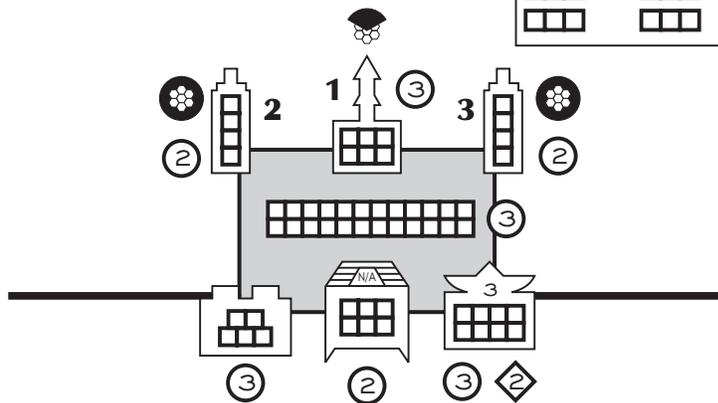
Rack #1

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Nopunde-A



Nopunde-A



MISSILES

Rack #1

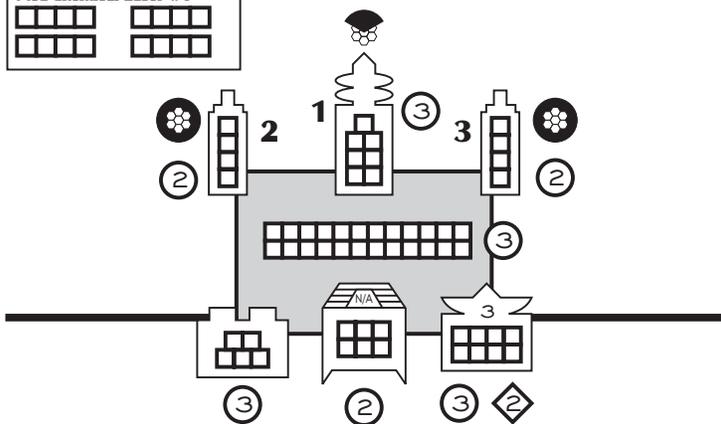
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Chemical Laser Ammunition

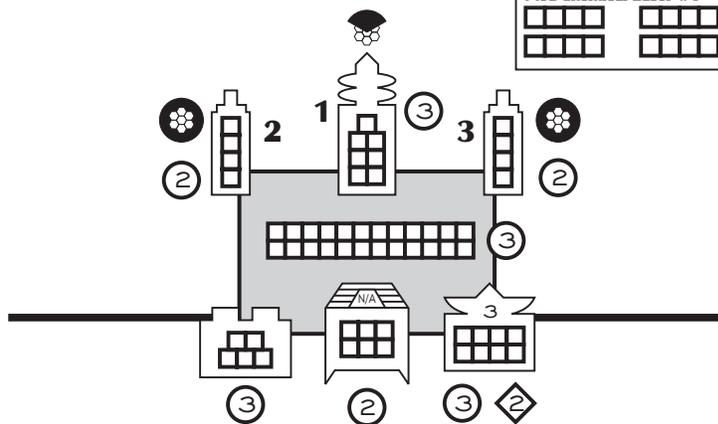
Med Chemical Laser #1

□	□	□	□
□	□	□	□

Nopunde-B



Nopunde-B



Chemical Laser Ammunition

Med Chemical Laser #1

□	□	□	□
□	□	□	□

ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Missile Rack
- Med Chemical Laser
- Std Particle Beam

Korean Y1 Sun-shin Corvette (mk=III)

SPECS

Class: Hvy Cmbt Ship
 In Service: 2187
 Point Value: 450
 Ramming Value: 110
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +6

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	2	2	3	4	4	5	6	6	7	8	8

HANGAR

0 Fighters
 2 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10

WEAPON DATA

Med Chemical Laser
 Class: Laser
 Modes: R (8)
 Damage: 3d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 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-SO Missile Rack
 Class: Ballistic
 Missiles: 12
 Range Penalty: None
 Fire Control: +2/+2/+2
 Rate of Fire: 1 per 2 turns

Chemical Laser Ammunition

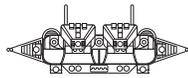
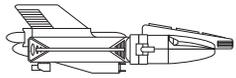
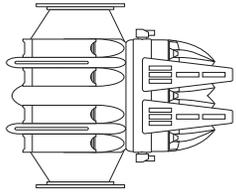
Med Chemical Laser #1

Med Chemical Laser #2

MISSILES

Rack #3

Rack #4



SIDE HITS

- 1-5: Port/Stb Thrust
- 6: Med Chemical Laser
- 7-8: Missile Rack
- 9-10: Std Particle Beam
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

Special Hull Arrangement
 (No Fwd/Aft Hits)
 Atmospheric Capable

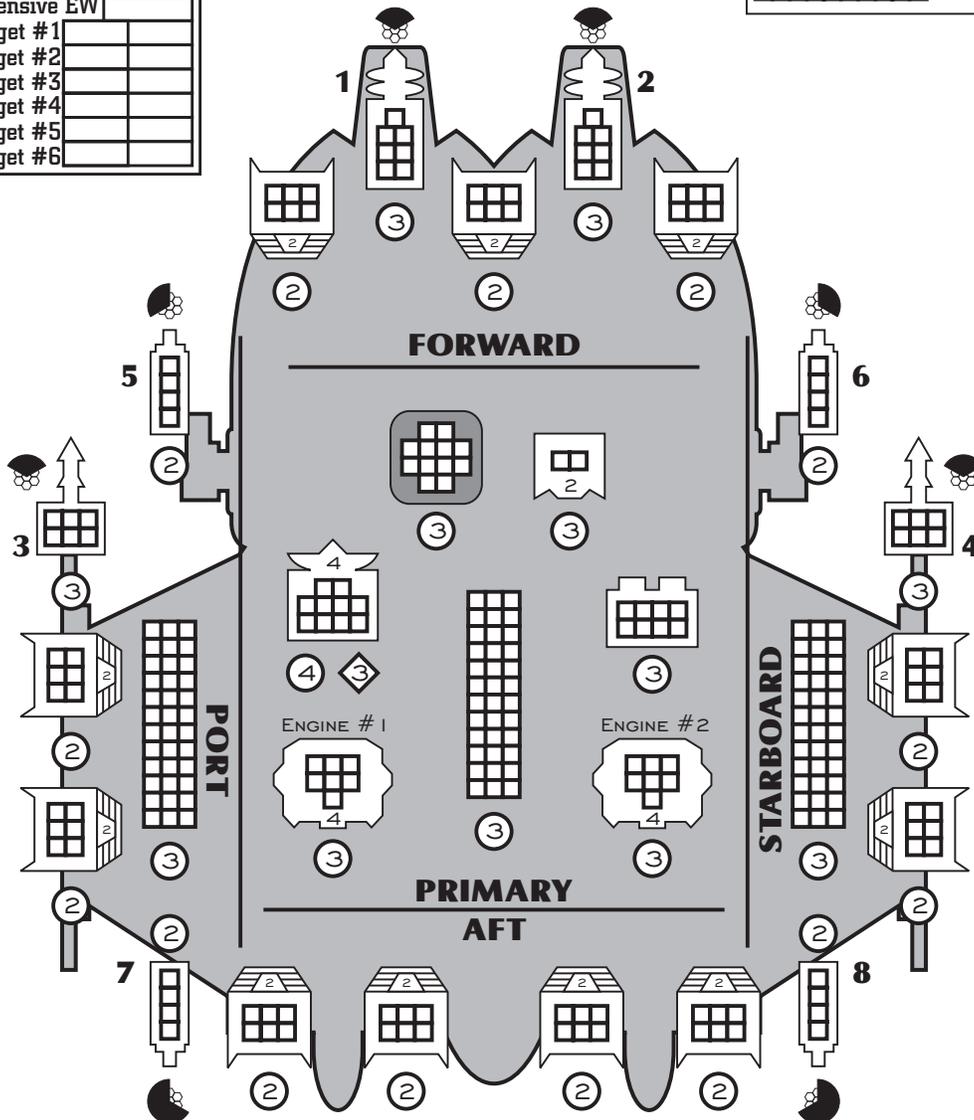
PRIMARY HITS

- 1-6: Primary Structure
- 7-8: Med Chemical Laser
- 9-10: Fwd/Aft Thrust
- 11-12: Sensors
- 13-14: Engine #1
- 15-16: Engine #2
- 17-18: Hangar
- 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
- Med Chemical Laser
- Missile Rack
- Std Particle Beam

Korean Kobukson Patrol Ship (M4=III)

SPECS		MANEUVERING		COMBAT STATS	
Class: Medium Ship		Turn Cost: 1/2 x Speed		Fwd/Aft Defense: 12	
In Service: 2188		Turn Delay: 1/2 x Speed		Stb/Port Defense: 13	
Point Value: 300		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 3/1	
Ramming Value: 40		Pivot Cost: 1+1 Thrust		Extra Power: +0	
Jump Delay: N/A		Roll Cost: 1+1 Thrust		Initiative Bonus: +12	
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

Medium Blast Cannon	
Class: Matter	2
Modes: Pulse	
Damage: 5 1d5 times	
Maximum Pulse: 5	
Grouping Range: +1 per 5	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/+0	
Intercept Rating: -1	
Rate of Fire: 1 per 2 turns	
Standard Particle Beam	
Class: Particle	1
Modes: Standard	
Damage: 1d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

HANGAR

0 Fighters
 3 Assault Shuttles
 1 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10

■■■■■■■■

FORWARD HITS
1-6: Retro Thrust
7-8: Med Blast Cannon
9-11: Std Particle Beam
12-17: Structure
18-20: PRIMARY Hit
AFT HITS
1-8: Main Thrust
9-11: Std Particle Beam
12-17: Structure
18-20: PRIMARY Hit
PRIMARY HITS
1-8: Port/Strb Thrust
9-11: Sensors
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Atmospheric Capable

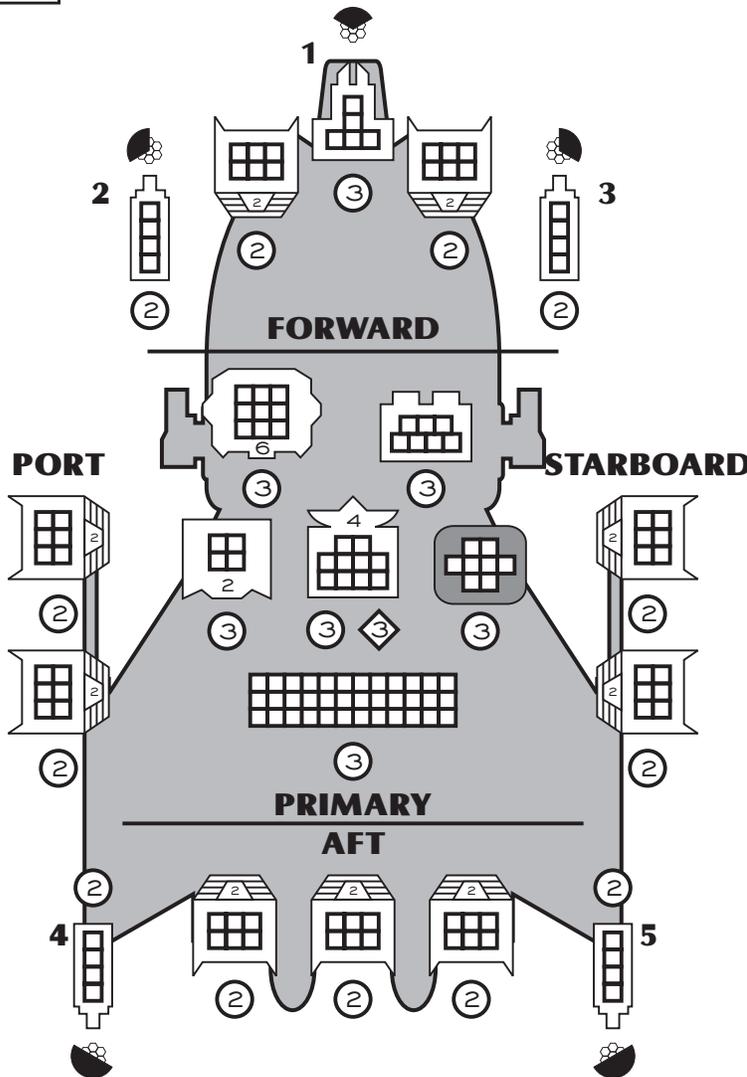
SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

Blast Cannon Ammunition

Med Blast Cannon #1

■■■■	■■■■
■■■■	■■■■



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Blast Cannon
- Std Particle Beam

LAKRIT ASSAULT SHUTTLES

Cost: 20 Defense: 9/9
 Thrust: 6 Offense: +1
 Armor: 1 Initiative: +9
 1 Gatling Cannon
 Rate of Fire: 1 per turn
 Range Penalty: -3 per hex
 Damage 1d6
 Firing Arc:

Korean Delta-V Light Fighter

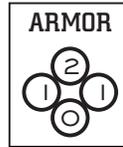
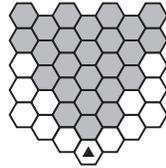


SPECS
 Class: Light Fighter
 In Service: 2195
 Point Value: 28 each
 Ramming Value: 11
 Jinking Limit: 10 Levels

MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS
 Fwd/Aft Defense: 5
 Stb/Port Defense: 5
 Free Thrust: 9
 Offensive Bonus: +3
 Initiative Bonus: +20

WEAPON DATA
 Ultralight Particle Beam
 Number of Guns: 2 (Linked)
 Class: Particle
 Damage: 1d6+1
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn



Flight Level Combat
 5 or more above = 0 Hit
 3-4 above = 1/6 Hit
 1-2 above = 1/3 Hit
 0-2 below = 1/2 Hit
 3-4 below = 2/3 Hit
 5-6 below = 5/6 Hit
 7 or more below = All Hit

Flight #1

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #2

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #3

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #4

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #5

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #6

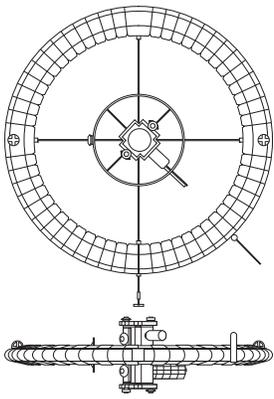
	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #7

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #8

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		



Version O: RLB/SR-1

Name: _____ Counter: _____



Korean Gojoseon Station (Mk=1)

SPECS

Class: Enormous Base
 In Service: 2190
 Point Value: 1700
 Ramming Value: 750
 Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
 Turn Delay: N/A
 Accel/Decel Cost: N/A
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 20
 Stb/Port Defense: 20
 Engine Efficiency: N/A
 Extra Power: +0
 Initiative Bonus: N/A

WEAPON DATA

Med Chemical Laser
 Class: Laser
 Modes: R (8)
 Damage: 3d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Medium Blast Cannon
 Class: Matter
 Modes: Pulse
 Damage: 5 1d5 times
 Maximum Pulse: 5
 Grouping Range: +1 per 5
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/+0
 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-S0 Missile Rack

Class: Ballistic
 Missiles: 12
 Range Penalty: None
 Fire Control: +2/+2/+2
 Rate of Fire: 1 per 2 turns

SECTION HITS

- 1: Missile Rack
- 2: Med Chemical Laser
- 3-4: Std Particle Beam
- 5: Section Hangar
- 6: Section Cargo
- 7: Section Reactor
- 8-18: Section Structure
- 19-20: PRIMARY Hit

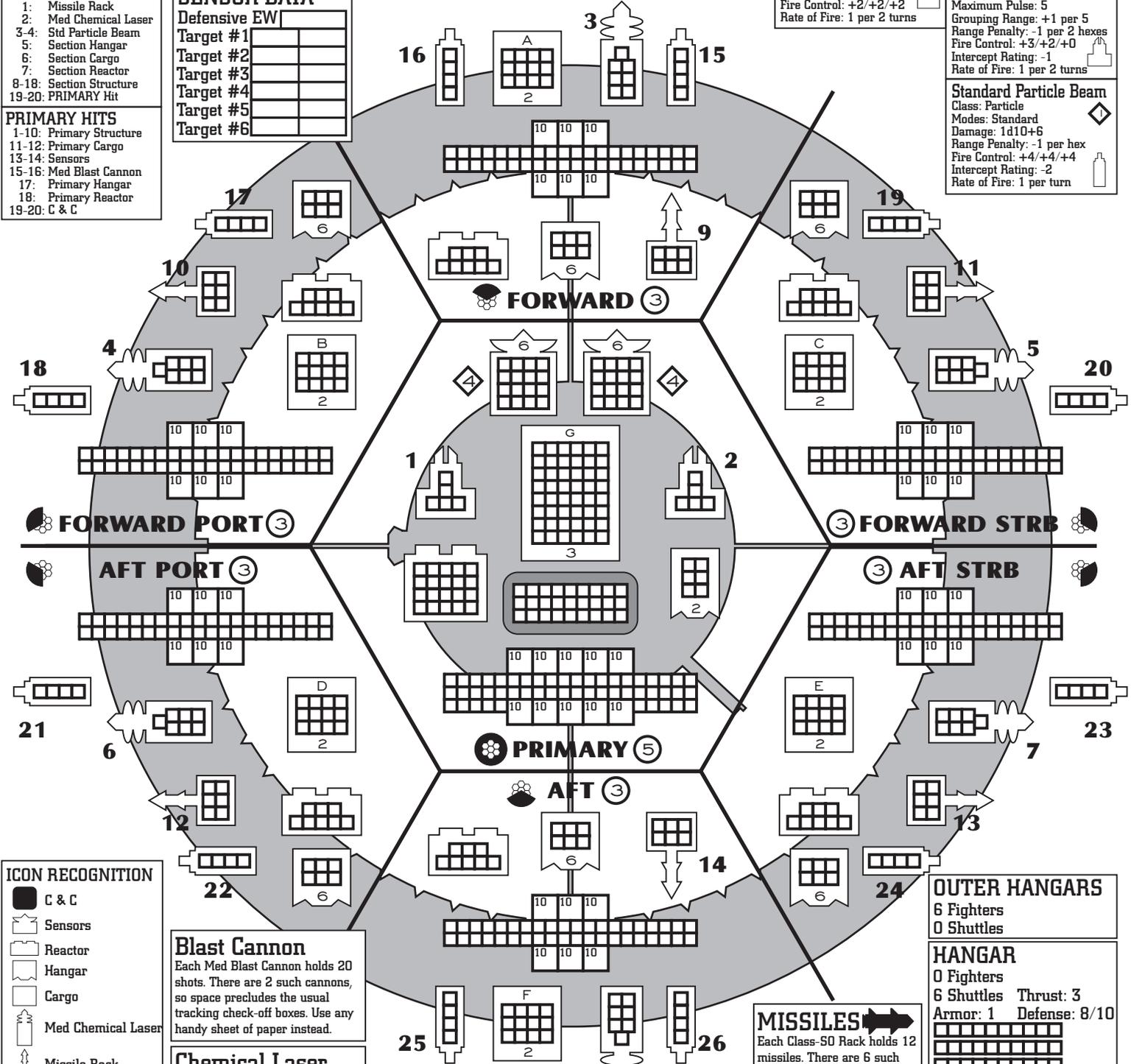
PRIMARY HITS

- 1-10: Primary Structure
- 11-12: Primary Cargo
- 13-14: Sensors
- 15-16: Med Blast Cannon
- 17: Primary Hangar
- 18: Primary Reactor
- 19-20: C & C

SENSOR DATA

Defensive EW

Target #1
 Target #2
 Target #3
 Target #4
 Target #5
 Target #6



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Med Chemical Laser
- Missile Rack
- Med Blast Cannon
- Std Particle Beam

Blast Cannon

Each Med Blast Cannon holds 20 shots. There are 2 such cannons, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.

Chemical Laser

Each Med Chemical Laser holds 16 shots. There are 6 such lasers, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.

MISSILES

Each Class-S0 Rack holds 12 missiles. There are 6 such racks, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.

OUTER HANGARS

6 Fighters
 0 Shuttles

HANGAR

0 Fighters
 6 Shuttles Thrust: 3
 Armor: 1 Defense: 8/10

Korean Haemosu Jump Cruiser (mk=1)

SPECS

Class: Capital Ship
 In Service: 2218
 Point Value: 525
 Ramming Value: 180
 Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 4/3 x Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
 Stb/Port Defense: 17
 Engine Efficiency: 3/1
 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	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Hvy Chemical Laser
 Class: Laser
 Modes: R (8)
 Damage: 4d10+4
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+1/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Med Chemical Laser
 Class: Laser
 Modes: R (8)
 Damage: 3d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

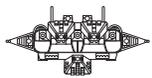
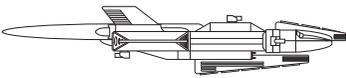
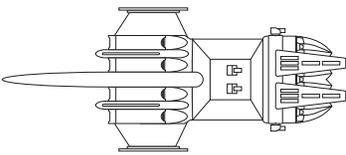
Standard Particle Beam
 Class: Particle
 Modes: Standard
 Damage: 1d10+6
 Range Penalty: -1 per hex
 Fire Control: +4/+4/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Chemical Laser Ammunition

Hvy Chemical Laser #1

Med Chemical Laser #2

Med Chemical Laser #3



FORWARD HITS

- 1-6: Retro Thrust
- 7-9: Med Chemical Laser
- 10: Hvy Chemical Laser
- 11-12: Std Particle Beam
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-6: Port/Stb Thrust
- 7-8: Hvy Chemical Laser
- 9-10: Port/Stb Hangar
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-7: Engine #1
- 8-9: Engine #2
- 10-11: Jump Engine
- 12: Std Particle Beam
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-9: Primary Structure
- 10: Hvy Chemical Laser
- 11-12: Std Particle Beam
- 13-14: Sensors
- 15-16: Hangar
- 17-18: Reactor
- 19-20: C & C

SPECIAL NOTES

Restricted Deployment (10%)

SENSOR DATA

Defensive EW

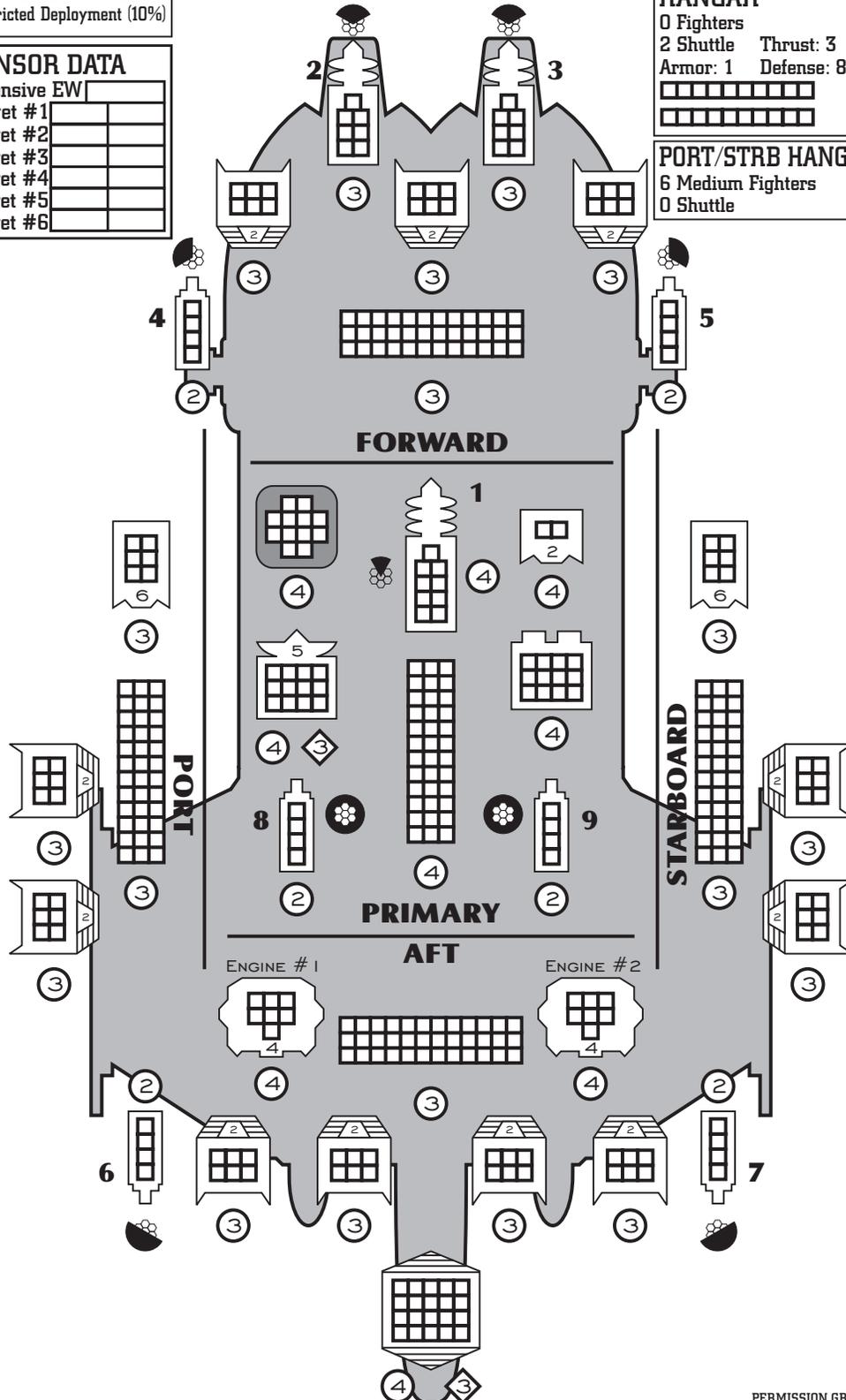
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR

0 Fighters
 2 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10

PORT/STB HANGAR

6 Medium Fighters
 0 Shuttle



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Hvy Chemical Laser
- Med Chemical Laser
- Std Particle Beam

Korean Y1 Sun-shin Corvette (mk=U)

SPECS

Class: Hvy Cmbt Ship
 In Service: 2223
 Point Value: 475
 Ramming Value: 110
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +6

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	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

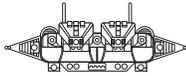
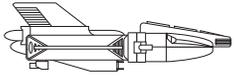
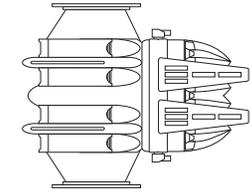
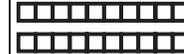
Med Laser Cannon
 Class: Laser
 Modes: Raking
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

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

HANGAR

0 Fighters
 2 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10



SIDE HITS

- 1-5: Port/Strb Thrust
- 6: Med Laser Cannon
- 7-8: Missile Rack
- 9-10: Std Particle Beam
- 11-18: Port/Strb Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

Special Hull Arrangement
 (No Fwd/Aft Hits)
 Atmospheric Capable

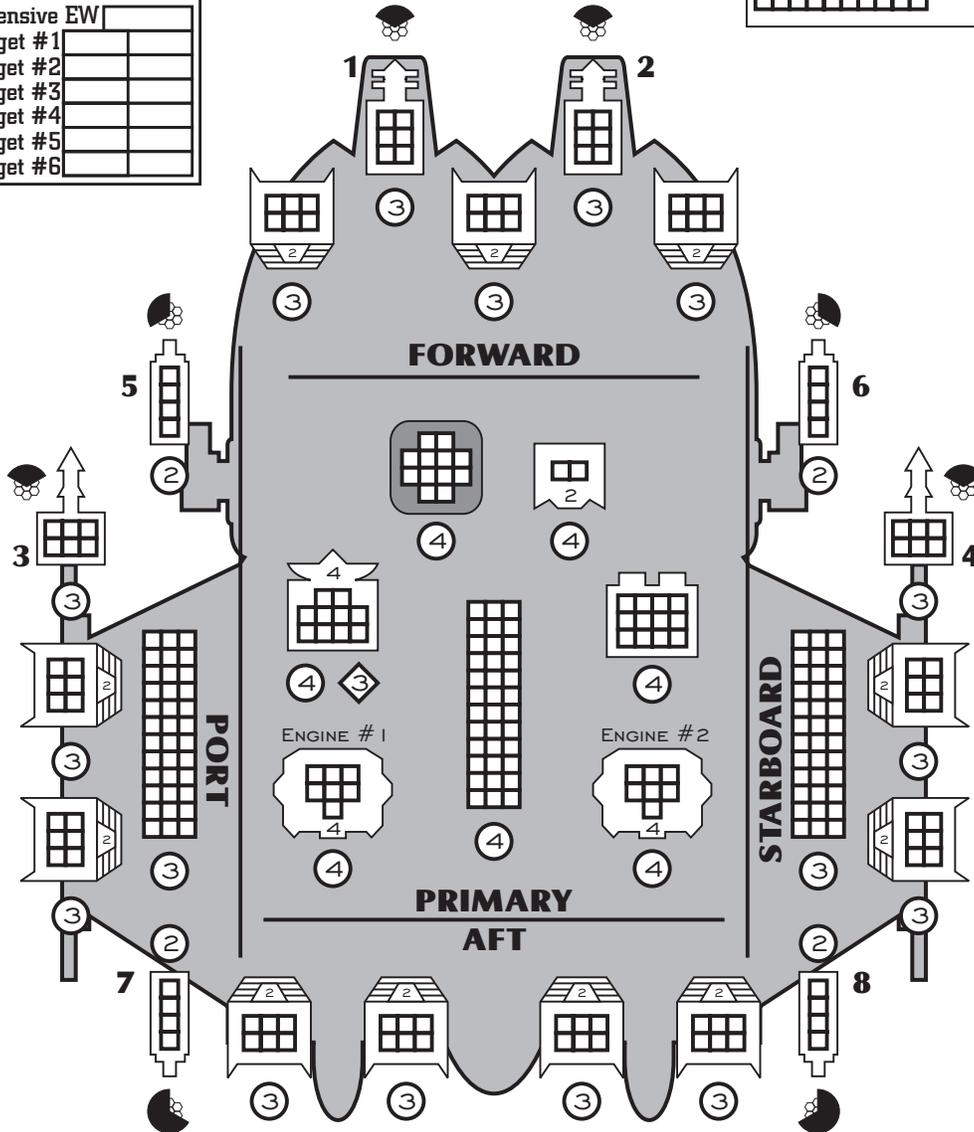
PRIMARY HITS

- 1-6: Primary Structure
- 7-8: Med Laser Cannon
- 9-10: Fwd/Aft Thrust
- 11-12: Sensors
- 13-14: Engine #1
- 15-16: Engine #2
- 17-18: Hangar
- 19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW

Target #1	Target #2	Target #3	Target #4	Target #5	Target #6



MISSILES

Rack #3

Rack #4

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Laser Cannon
- Missile Rack
- Std Particle Beam

Korean Jang Bogo Heavy Carrier (MH=)

SPECS

Class: Capital Ship
 In Service: 2226
 Point Value: 500
 Ramming Value: 260
 Jump Delay: N/A

MANEUVERING

Turn Cost: 5/4 Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 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	2	3	4	5	7	8	9	10	12	13	14	15
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Med Laser Cannon
 Class: Laser
 Modes: Raking
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 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

SPECIAL NOTES

Unique Ship (Only 1 exists)

FORWARD HITS

- 1-4: Retro Thrust
- 5-8: Std Particle Beam
- 9-10: Med Laser Cannon
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Med Laser Cannon
- 7: Std Particle Beam
- 8-11: Port/Stb Hangar
- 12-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

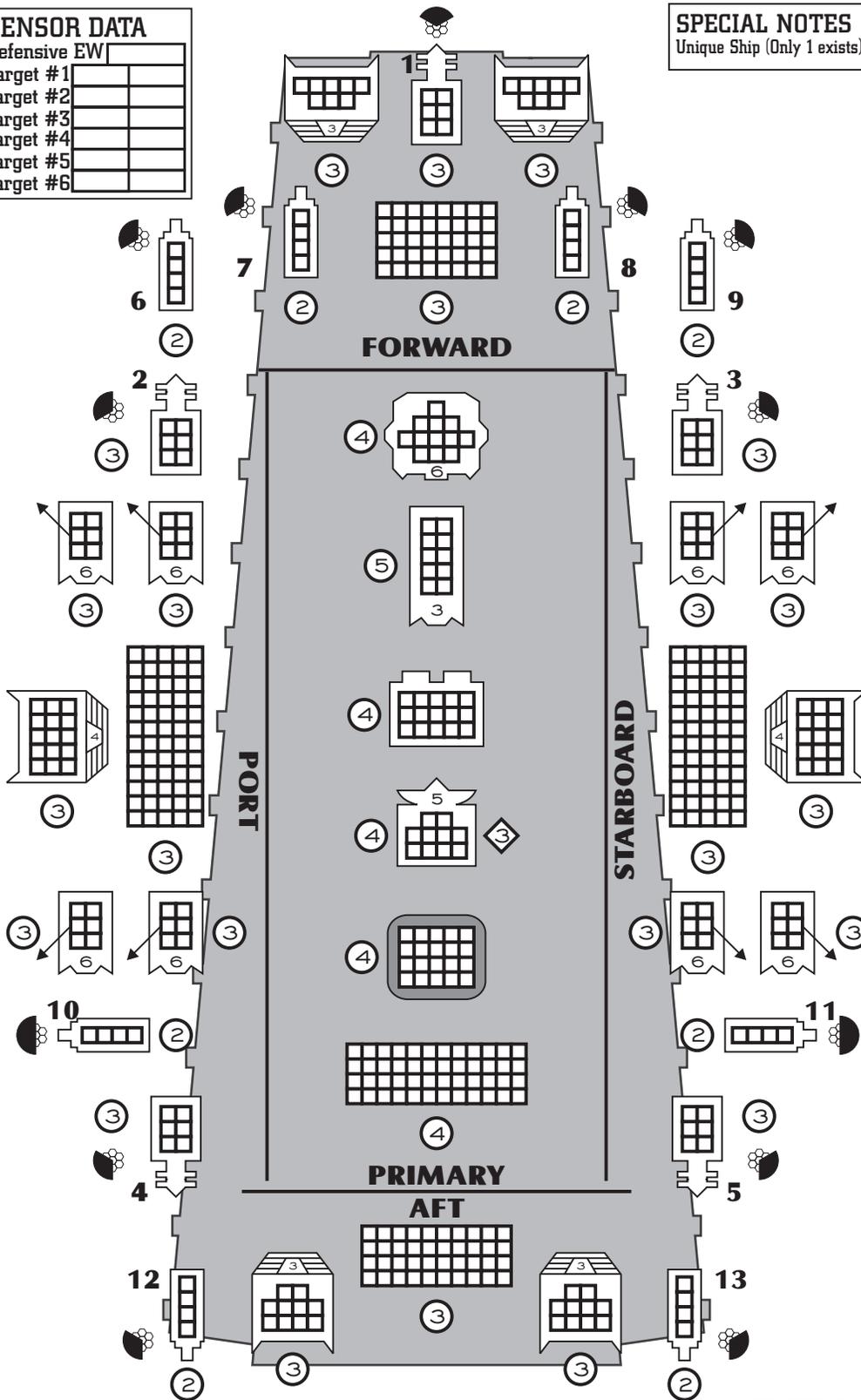
- 1-6: Main Thrust
- 7-10: Std Particle Beam
- 11-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



HANGAR

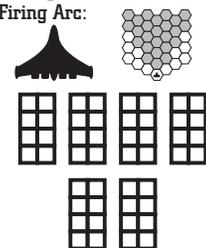
0 Fighters
 6 Assault Shuttles
 4 Shuttles Thrust: 3
 Armor: 1 Defense: 8/10

OTHER HANGARS

6 Fighters
 0 Shuttles

LAKRIT ASSAULT SHUTTLES

Cost: 20 Defense: 9/9
 Thrust: 6 Offense: +1
 Armor: 1 Initiative: +9
 1 Gatling Cannon
 Rate of Fire: 1 per turn
 Range Penalty: -3 per hex
 Damage 1d6
 Firing Arc:



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Laser Cannon
- Std Particle Beam

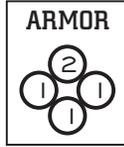
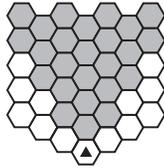
Korean Valkyrie Medium Fighter

SPECS
 Class: Medium Fighter
 In Service: 2238
 Point Value: 50 each
 Ramming Value: 14
 Jinking Limit: 8 Levels

MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS
 Fwd/Aft Defense: 7
 Stb/Port Defense: 7
 Free Thrust: 9
 Offensive Bonus: +4
 Initiative Bonus: +18

WEAPON DATA
Uni-Pulse Cannon
 Number of Guns: 2 (Linked)
 Class: Particle
 Damage: 1d6+4
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn
Basic Fighter Missile
 Cost: 8
 Class: Ballistic
 Damage: 10
 Max Range: 10 hexes
 Fire Control: n/a
Class-Y Fighter Missile
 Cost: 2
 Class: Ballistic
 Damage: 6
 Max Range: 8 hexes
 Fire Control: n/a
Special: Snap Fire (see rules)



Flight Level Combat
 5 or more above = 0 Hit
 3-4 above = 1/6 Hit
 1-2 above = 1/3 Hit
 0-2 below = 1/2 Hit
 3-4 below = 2/3 Hit
 5-6 below = 5/6 Hit
 7 or more below = All Hit

SPECIAL NOTES
 Can carry 4 Y-missiles
 May replace Y-missiles with Basic missile at 1 Basic per 2 Y-missiles
 Launch rate 2 Y-missiles or 1 Basic per turn

Flight #1

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #2

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #3

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #4

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #5

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #6

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #7

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

Flight #8

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

Korean Yi Sun-shin Corvette (Mk-U)

SPECS

Class: Hvy Cmbt Ship
 In Service: 2241
 Point Value: 500
 Ramming Value: 110
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +6

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	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

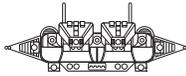
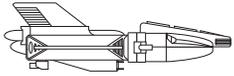
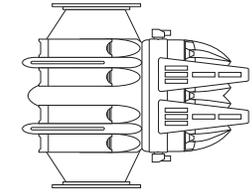
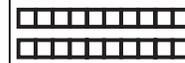
Med Laser Cannon
 Class: Laser
 Modes: Raking
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

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-R Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None
 Fire Control: +3/+3/+3
 Rate of Fire: 1 per turn

HANGAR

0 Fighters
 2 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10



SIDE HITS

- 1-5: Port/Strb Thrust
- 6: Med Laser Cannon
- 7-8: Missile Rack
- 9-10: Std Particle Beam
- 11-18: Port/Strb Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

Special Hull Arrangement
 (No Fwd/Aft Hits)
 Atmospheric Capable

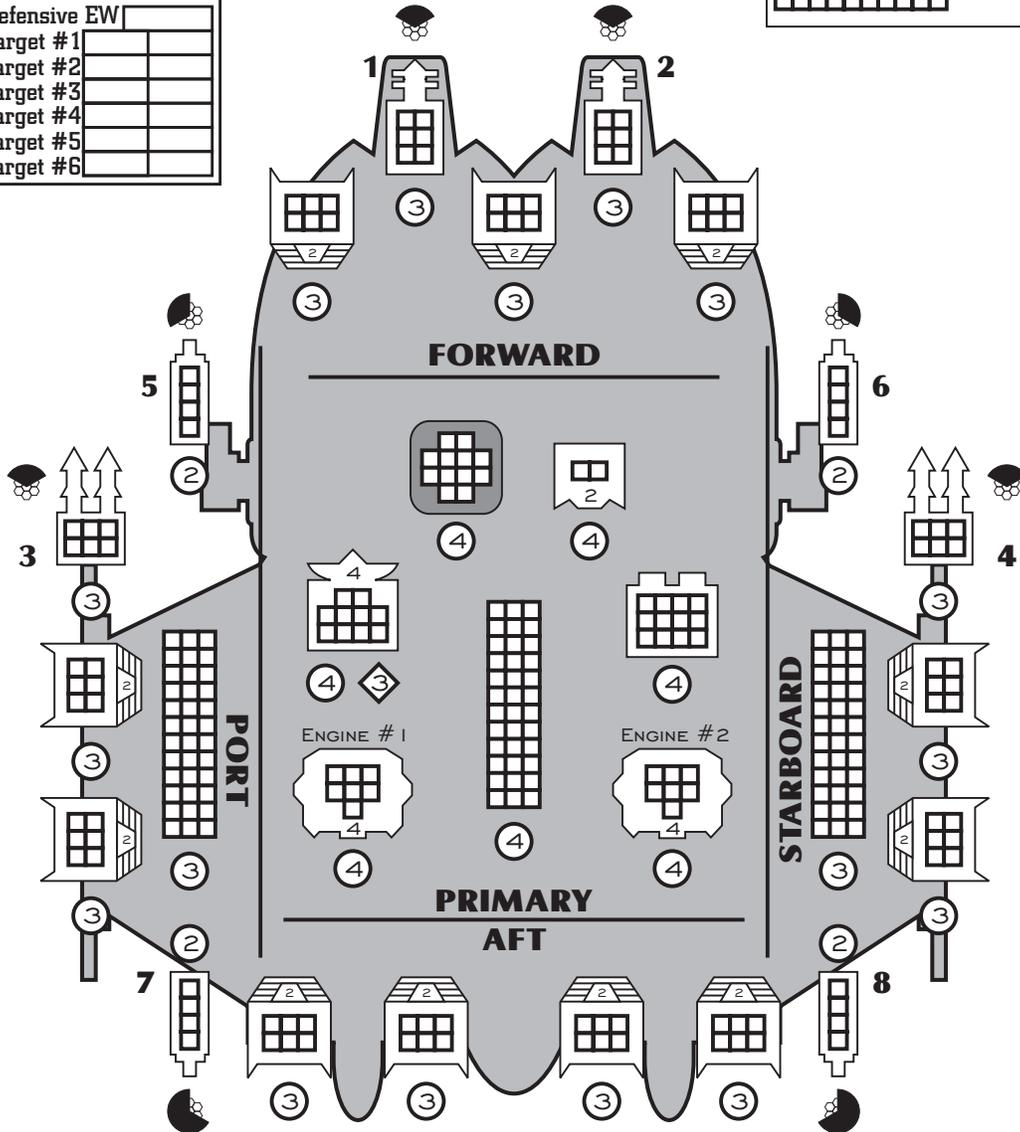
PRIMARY HITS

- 1-6: Primary Structure
- 7-8: Med Laser Cannon
- 9-10: Fwd/Aft Thrust
- 11-12: Sensors
- 13-14: Engine #1
- 15-16: Engine #2
- 17-18: Hangar
- 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
- Med Laser Cannon
- Missile Rack
- Std Particle Beam

MISSILES

Rack #3

Rack #4

Yi Sun-Shin Variant (Common)

Version 0: RLB/SR-1

Name: _____

Counter: _____



Korean Yi Sun-shin Pulse Corvette [MH=]

SPECS

Class: Hvy Cmbt Ship
 In Service: 2241
 Point Value: 475
 Ramming Value: 110
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +6

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	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

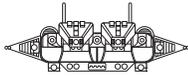
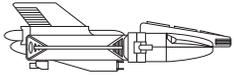
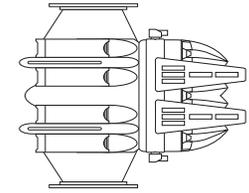
Med Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 10 1d5 times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns

Lt Pulse Cannon
 Class: Particle
 Modes: Standard
 Damage: 8 1d5 times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Class-R Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None
 Fire Control: +3/+3/+3
 Rate of Fire: 1 per turn

HANGAR

0 Fighters
 2 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10



SIDE HITS

- 1-5: Port/Strb Thrust
- 6: Med Pulse Cannon
- 7-8: Missile Rack
- 9-10: Lt Pulse Cannon
- 11-18: Port/Strb Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

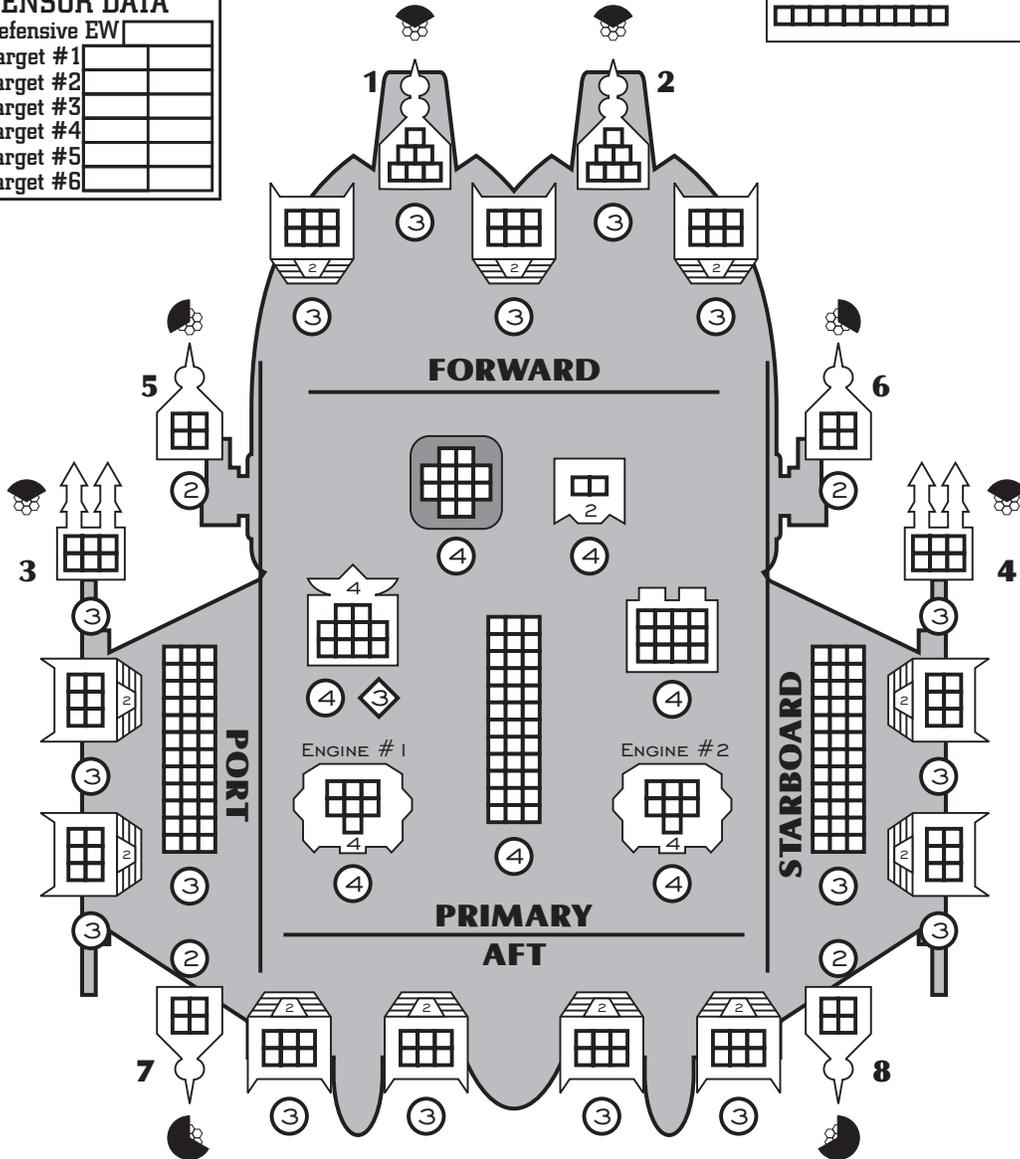
Special Hull Arrangement
 (No Fwd/Aft Hits)
 Atmospheric Capable

PRIMARY HITS

- 1-6: Primary Structure
- 7-8: Med Pulse Cannon
- 9-10: Fwd/Aft Thrust
- 11-12: Sensors
- 13-14: Engine #1
- 15-16: Engine #2
- 17-18: Hangar
- 19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

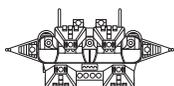
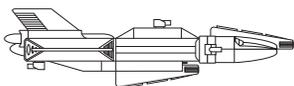
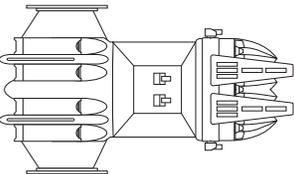


ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Pulse Cannon
- Missile Rack
- Lt Pulse Cannon

MISSILES

Rack #3	
Rack #4	



- FORWARD HITS**
 1-7: Retro Thrust
 8-10: Med Laser Cannon
 11-12: Std Particle Beam
 13-18: Forward Structure
 19-20: PRIMARY Hit
- SIDE HITS**
 1-6: Port/Stb Thrust
 7-8: Med Pulse Cannon
 9-10: Missile Rack
 11-18: Port/Stb Structure
 19-20: PRIMARY Hit
- AFT HITS**
 1-6: Main Thrust
 7-8: Engine #1
 9-10: Engine #2
 11-12: Std Particle Beam
 13-18: Aft Structure
 19-20: PRIMARY Hit
- PRIMARY HITS**
 1-10: Primary Structure
 11-12: Std Particle Beam
 13-14: Sensors
 15-16: Hangar
 17-18: Reactor
 19-20: C & C

SPECIAL NOTES
 Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SPECS

Class: Capital Ship
 In Service: 2241
 Point Value: 600
 Ramming Value: 180
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
 Stb/Port Defense: 17
 Engine Efficiency: 3/1
 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

HANGAR

0 Fighters Thrust: 3
 2 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10

WEAPON DATA

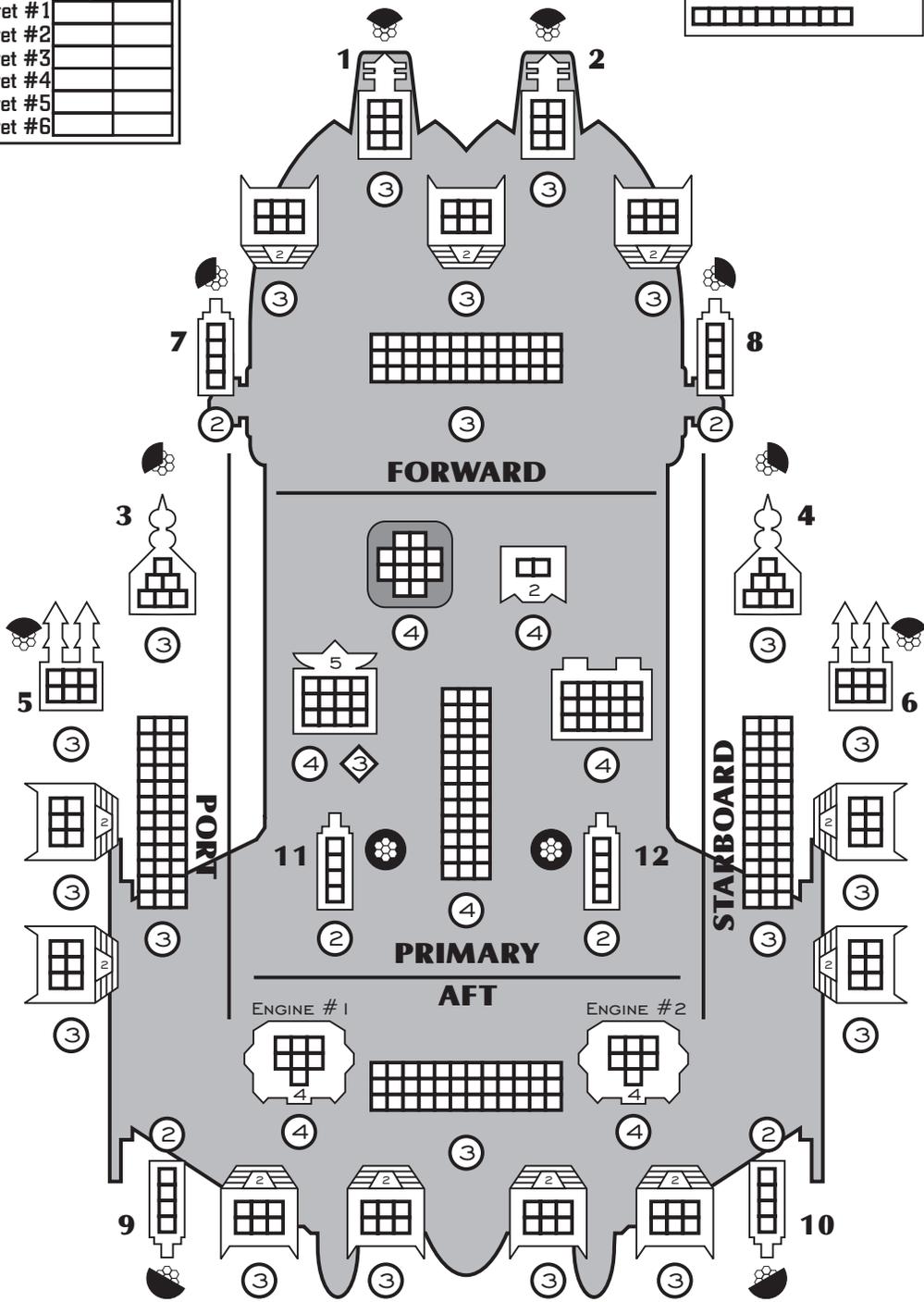
- Med Laser Cannon**
 Class: Laser
 Modes: Raking
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
- Med Pulse Cannon**
 Class: Particle
 Mode: Pulse
 Damage: 10 1d5 times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 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-R Missile Rack**
 Class: Ballistic
 Missiles: 20
 Range Penalty: None
 Fire Control: +3/+3/+3
 Rate of Fire: 1 per turn

MISSILES

Rack #5

Rack #6

- ICON RECOGNITION**
- Thrustor
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Hangar
 - Med Laser Cannon
 - Med Pulse Cannon
 - Missile Rack
 - Std Particle Beam



Korean Haemosu Jump Cruiser (Mk-II)

SPECS

Class: Capital Ship
 In Service: 2241
 Point Value: 550
 Ramming Value: 180
 Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 4/3 x Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
 Stb/Port Defense: 17
 Engine Efficiency: 3/1
 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	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

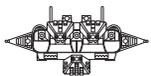
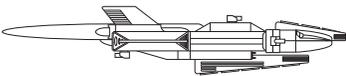
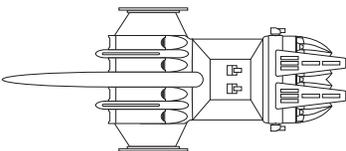
Hvy Chemical Laser
 Class: Laser
 Modes: R (B)
 Damage: 4d10+4
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+1/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Med Laser Cannon
 Class: Laser
 Modes: Raking
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 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

Chemical Laser Ammunition

Hvy Chemical Laser #1



FORWARD HITS

- 1-6: Retro Thrust
- 7-9: Med Laser Cannon
- 10: Hvy Laser
- 11-12: Std Particle Beam
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-6: Port/Stb Thrust
- 7-8: Hvy Laser
- 9-10: Port/Stb Hangar
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-7: Engine #1
- 8-9: Engine #2
- 10-11: Jump Engine
- 12: Std Particle Beam
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-9: Primary Structure
- 10: Hvy Laser
- 11-12: Std Particle Beam
- 13-14: Sensors
- 15-16: Hangar
- 17-18: Reactor
- 19-20: C & C

SPECIAL NOTES

Restricted Deployment (10%)

SENSOR DATA

Defensive EW

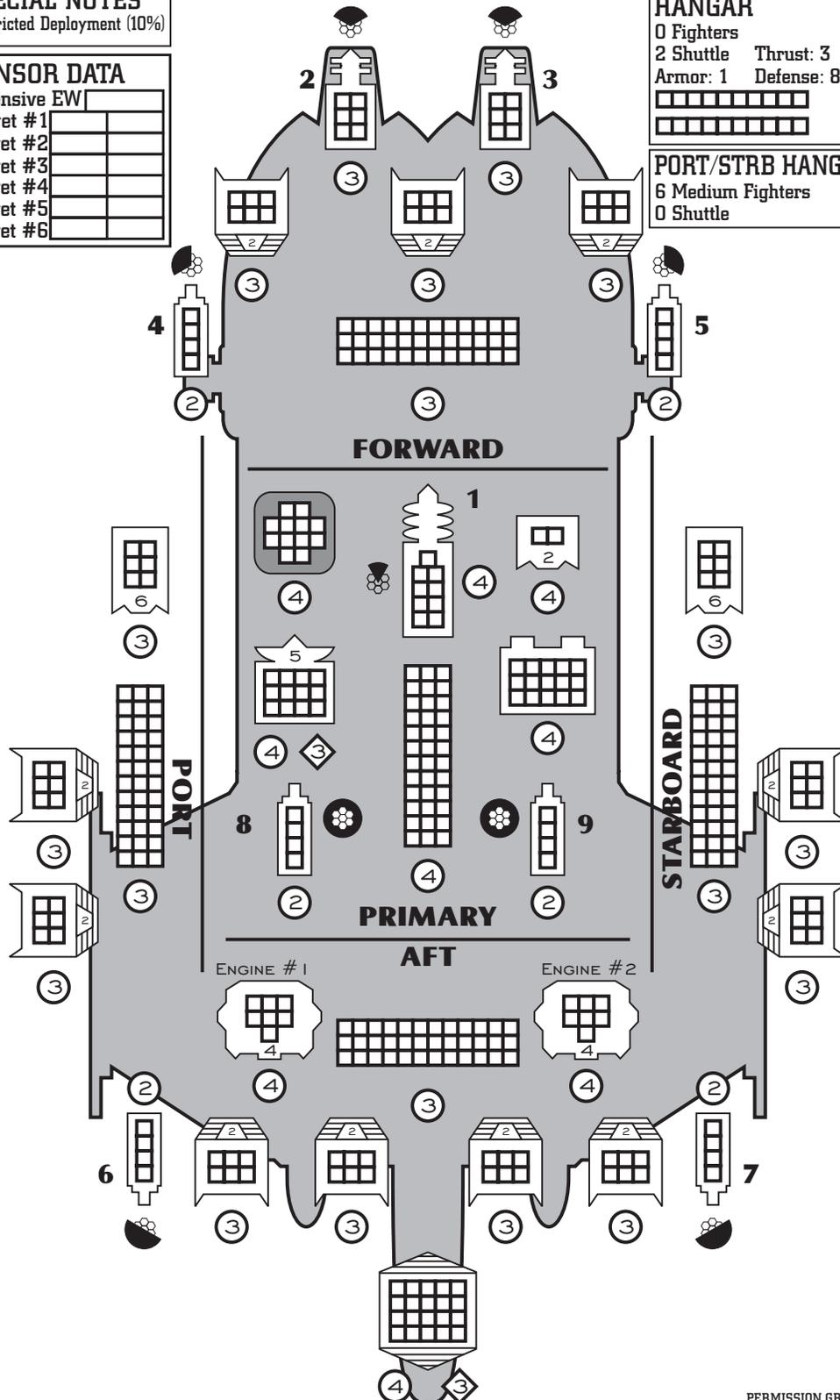
Target #1						
Target #2						
Target #3						
Target #4						
Target #5						
Target #6						

HANGAR

0 Fighters
 2 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10

PORT/STB HANGAR

6 Medium Fighters
 0 Shuttle



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Hvy Chemical Laser
- Med Laser Cannon
- Std Particle Beam

Hvy Laser Cannon

In scenarios set after 2244, replace hvy chemical laser with hvy laser cannon, increasing the cost of the ship by 20 points.

Hvy Laser Cannon

Class: Laser
 Modes: R, S
 Damage: 4d10+20
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns



Korean Kobukson Patrol Ship (M1=U)

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship In Service: 2244 Point Value: 325 Ramming Value: 40 Jump Delay: N/A	Turn Cost: 1/2 x Speed Turn Delay: 1/2 x Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 1+1 Thrust Roll Cost: 1+1 Thrust	Fwd/Aft Defense: 12 Stb/Port Defense: 13 Engine Efficiency: 3/1 Extra Power: +0 Initiative Bonus: +12
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	
Med Laser Cannon Class: Laser Modes: Raking Damage: 3d10+12 Range Penalty: -1 per 2 hexes Fire Control: +3/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 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	

HANGAR	
0 Fighters	
2 Assault Shuttles	
1 Breaching Pods	
1 Shuttle Thrust: 3	
Armor: 1 Defense: 8/10	

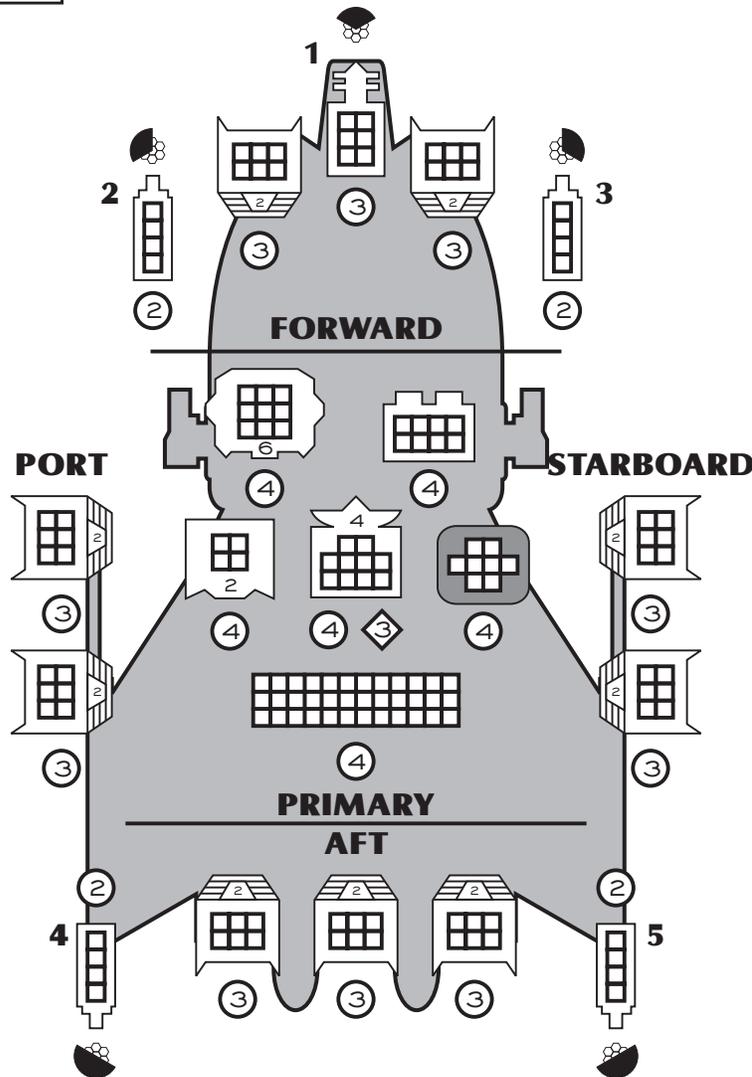
FORWARD HITS
1-6: Retro Thrust
7-8: Med Laser Cannon
9-11: Std Particle Beam
12-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-8: Main Thrust
9-11: Std Particle Beam
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-8: Port/Strb Thrust
9-11: Sensors
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES	
Atmospheric Capable	

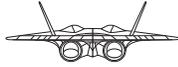
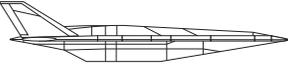
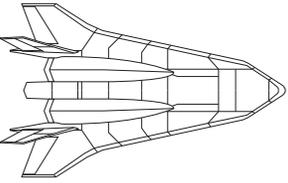
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Med Laser Cannon
	Std Particle Beam

HADES-CLASS ASSAULT SHUTTLE	
Cost: 30	Defense: 8/8
Thrust: 6	Offense: +3
Armor: 2	Initiative: +9
1 Uni-Pulse Cannon	
Rate of Fire: 1 per turn	
Range Penalty: -2 per hex	
Damage: 1d6+4	
Firing Arc:	

EA BREACHING POD	
Cost: 40	Defense: 10/10
Thrust: 6	Offense: +0
Armor: 3	Initiative: +9
No Weapons	



FORWARD HITS
 1-6: Retro Thrust
 7-8: Laser/Pulse Array
 9-11: Std Particle Beam
 12-17: Structure
 18-20: PRIMARY Hit

AFT HITS
 1-8: Main Thrust
 9-11: Std Particle Beam
 12-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS
 1-8: Port/Strb Thrust
 9-11: Sensors
 12-14: Engine
 15-16: Hangar
 17-19: Reactor
 20: C & C

SPECIAL NOTES
 Atmospheric Capable

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SPECS

Class: Medium Ship
 In Service: 2248
 Point Value: 350
 Ramming Value: 40
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 12
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +12

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

HANGAR

0 Fighters
 4 Assault Shuttles
 2 Breaching Pods
 1 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10
 [] [] [] [] [] [] [] []

WEAPON DATA

Laser/Pulse Array
 This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Med Laser Cannon

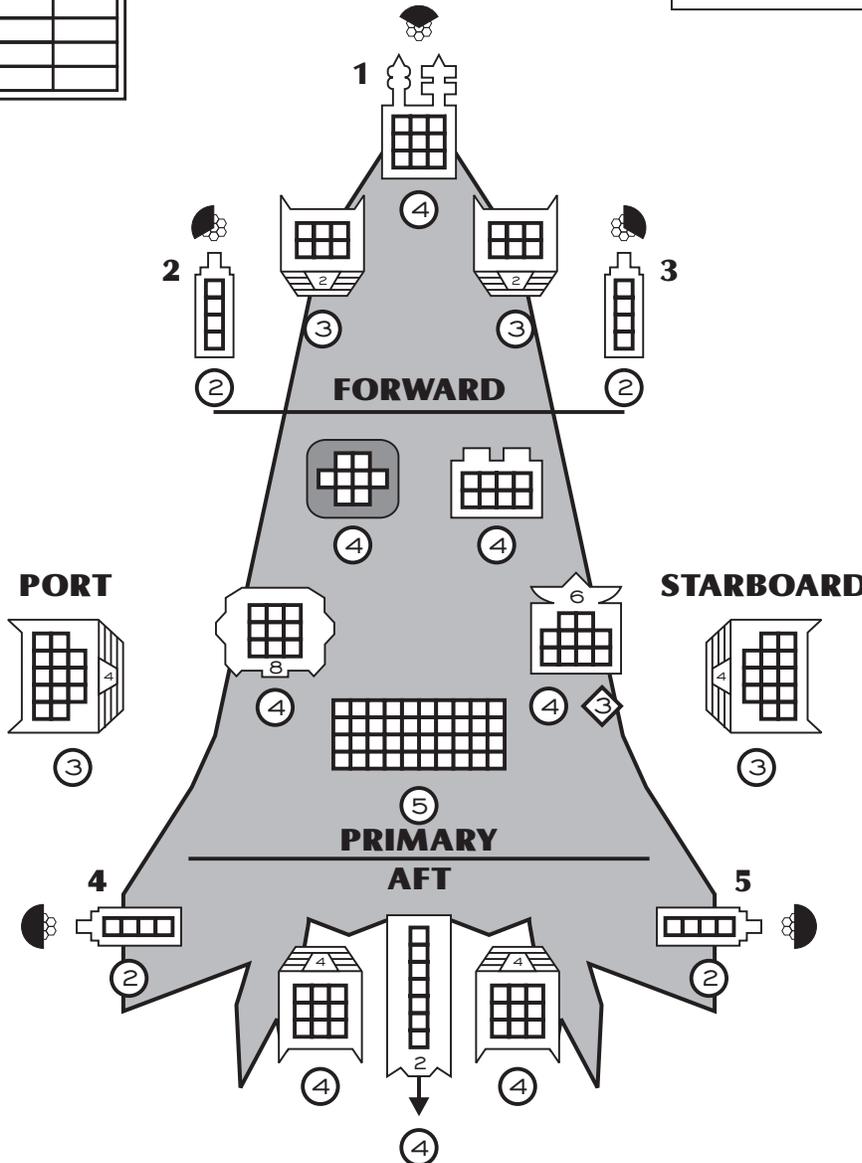
Class: Laser
 Modes: R
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Med Pulse Cannon

Class: Particle
 Modes: Pulse
 Damage: 10 1d5 Times
 Maximum Pulse: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 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

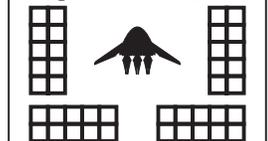


ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Laser/Pulse Array
- Std Particle Beam

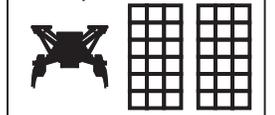
HADES-CLASS ASSAULT SHUTTLE

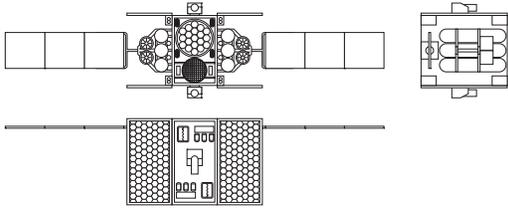
Cost: 30 Defense: 8/8
 Thrust: 6 Offense: +3
 Armor: 2 Initiative: +9
 1 Uni-Pulse Cannon
 Rate of Fire: 1 per turn
 Range Penalty: -2 per hex
 Damage: 1d6+4
 Firing Arc: [] [] []



EA BREACHING POD

Cost: 40 Defense: 10/10
 Thrust: 6 Offense: +0
 Armor: 3 Initiative: +9
 No Weapons





Korean Nopunde OSat-A/B (Mk-III)

SPECS

Class: OSAT
 In Service: 2247/2247
 Point Value: 190
 Ramming Value: 14
 Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
 Turn Delay: N/A
 Accel/Decel Cost: N/A
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 10
 Stb/Port Defense: 10
 Engine Efficiency: N/A
 Extra Power: +0
 Initiative Bonus: +12

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

Laser/Pulse Array
 This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Class-R Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None
 Fire Control: +3/+3/+3
 Rate of Fire: 1 per turn

PRIMARY HITS

- 1-10: Primary Structure
- 11-12: Thruster
- 13-14: Missile Rack/Laser
- 15-16: Std Particle Beam
- 17-18: Sensors
- 19-20: Reactor

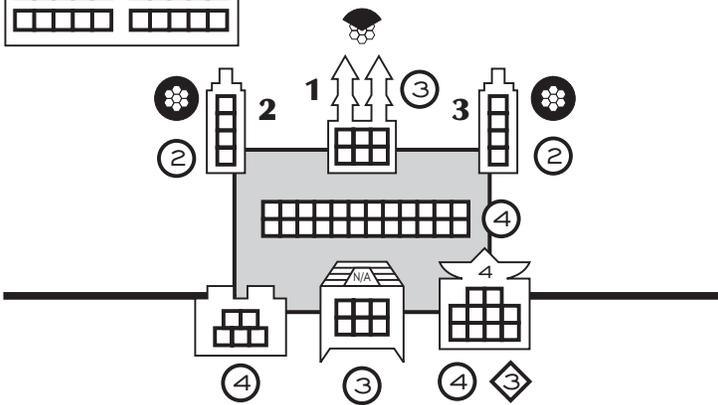
SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

MISSILES

Rack #1

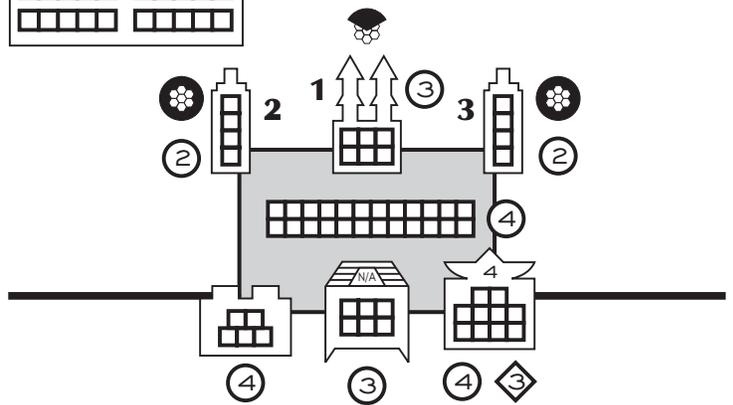
Nopunde-A



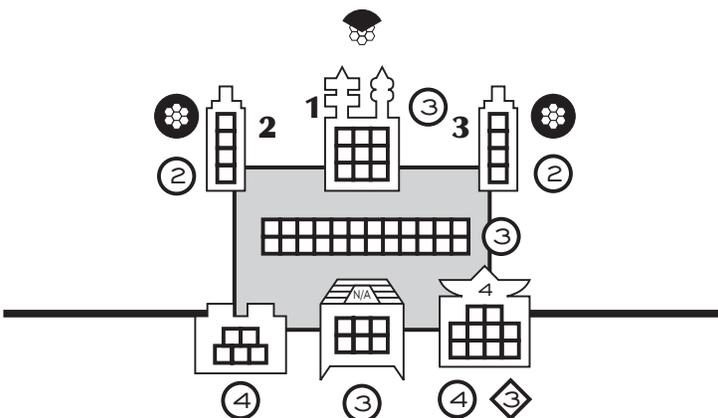
MISSILES

Rack #1

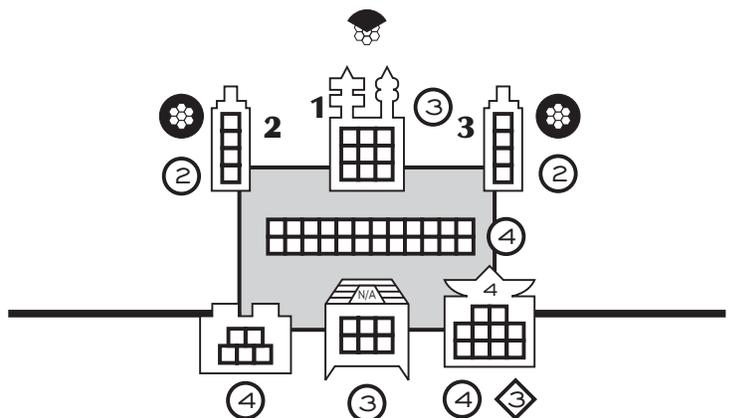
Nopunde-A



Nopunde-B



Nopunde-B



ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Missile Rack
- Laser/Pulse Array
- Std Particle Beam

Med Laser Cannon

Class: Laser
 Modes: R
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Med Pulse Cannon

Class: Particle
 Modes: Pulse
 Damage: 10 1d5 Times
 Maximum Pulse: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns

Korean Goguryeo Armored Cruiser [Mk=0]

SPECS

Class: Hvy Cmbt Ship
 In Service: 2249
 Point Value: 450
 Ramming Value: 120
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 15
 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	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

Laser/Pulse Array
 This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Med Laser Cannon

Class: Laser
 Modes: R
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Med Pulse Cannon

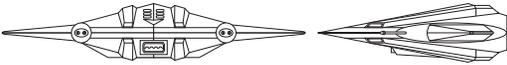
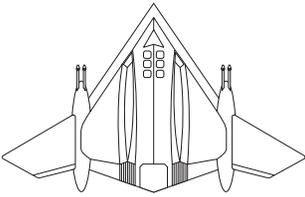
Class: Particle
 Modes: Pulse
 Damage: 10 1d5 Times
 Maximum Pulse: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns

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

HANGAR

2 Breaching Pods
 2 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10



SIDE HITS

- 1-6: Port/Stb Thrust
- 7-8: Laser/Pulse Array
- 9-10: Std Particle Beam
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

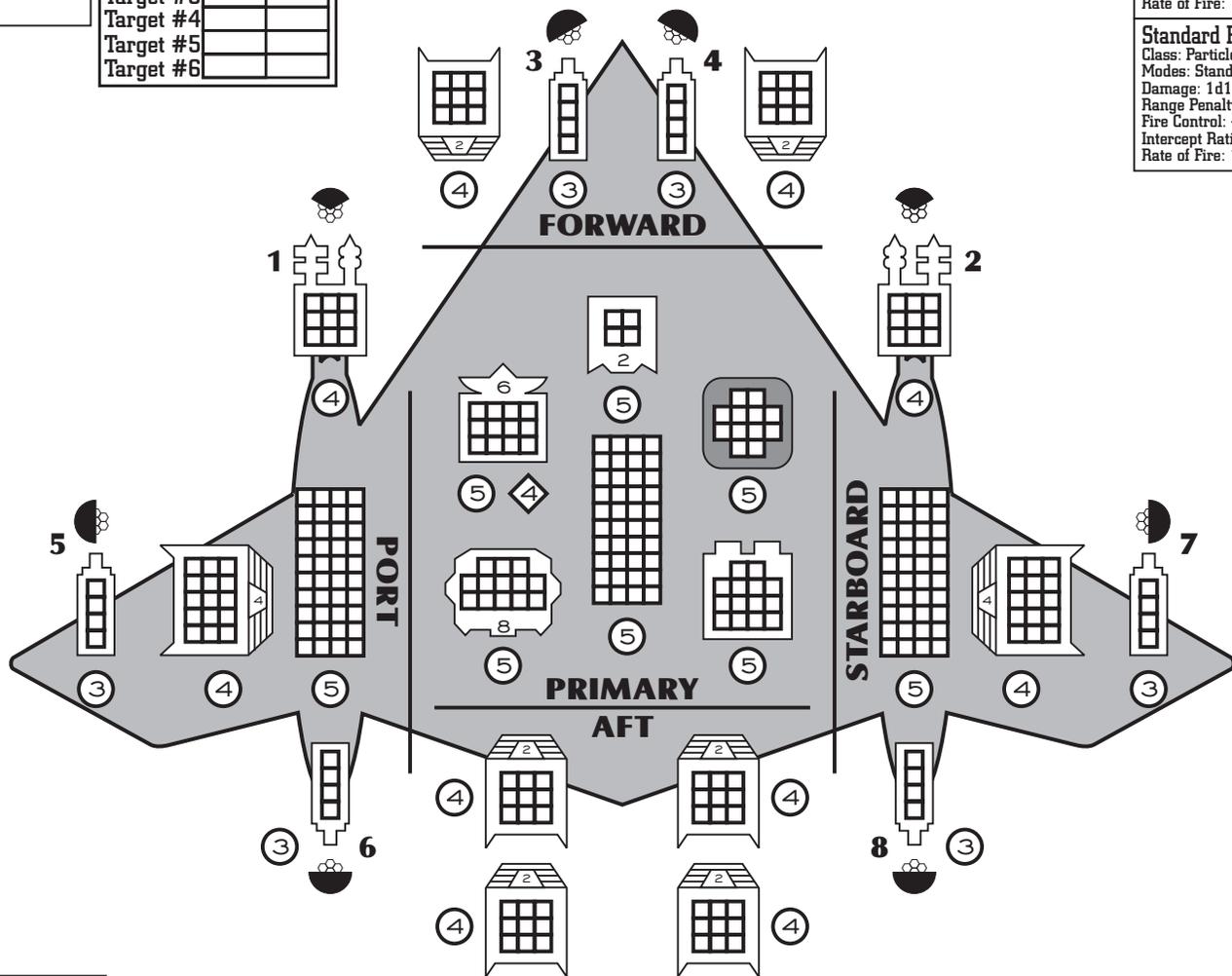
Special Hull Arrangement
 (No Fwd/Aft Hits)
 Atmospheric Capable

PRIMARY HITS

- 1-8: Primary Structure
- 9-12: Std Particle Beam
- 11-12: Fwd/Aft Thrust
- 13-14: Sensors
- 15-16: Engine
- 17: Hangar
- 18-19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



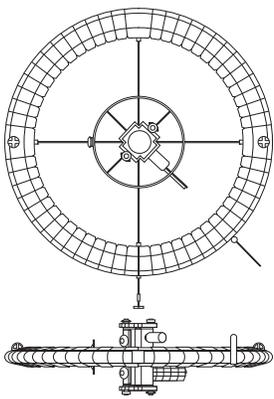
ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Laser/Pulse Array
- Std Particle Beam

EA BREACHING POD

Cost: 40 Defense: 10/10
 Thrust: 6 Offense: +0
 Armor: 3 Initiative: +9
 No Weapons





Version O: RLB/SR-1

Name: _____ Counter: _____



Korean Gojoseon Station (Mk-II)

SPECS

Class: Enormous Base
 In Service: 2249
 Point Value: 1900
 Ramming Value: 750
 Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
 Turn Delay: N/A
 Accel/Decel Cost: N/A
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 20
 Stb/Port Defense: 20
 Engine Efficiency: N/A
 Extra Power: +0
 Initiative Bonus: N/A

WEAPON DATA

Hvy Laser Cannon
 Class: Laser
 Modes: R, S
 Damage: 4d10+20
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Laser/Pulse Array
 This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Med Laser Cannon
 Class: Laser
 Modes: R
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 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-R Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None
 Fire Control: +3/+3/+3
 Rate of Fire: 1 per turn

Med Pulse Cannon
 Class: Particle
 Modes: Pulse
 Damage: 10 1d5 Times
 Maximum Pulse: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns

SECTION HITS

- 1: Missile Rack
- 2: Laser/Pulse Array
- 3-4: Std Particle Beam
- 5: Section Hangar
- 6: Section Cargo
- 7: Section Reactor
- 8-18: Section Structure
- 19-20: PRIMARY Hit

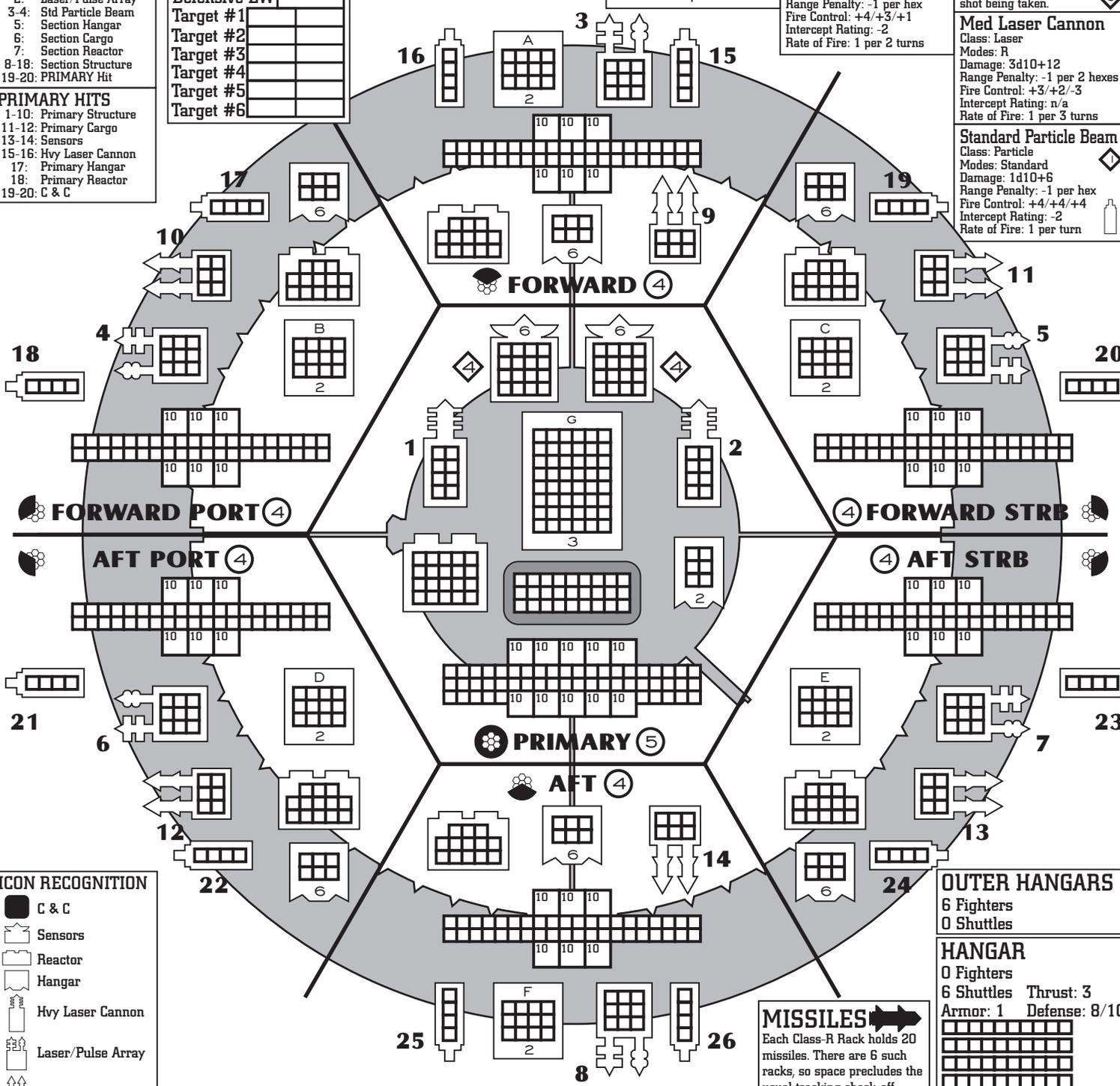
PRIMARY HITS

- 1-10: Primary Structure
- 11-12: Primary Cargo
- 13-14: Sensors
- 15-16: Hvy Laser Cannon
- 17: Primary Hangar
- 18: Primary Reactor
- 19-20: C & C

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Hvy Laser Cannon
- Laser/Pulse Array
- Missile Rack
- Std Particle Beam

OUTER HANGARS

6 Fighters
 0 Shuttles

HANGAR

0 Fighters
 6 Shuttles Thrust: 3
 Armor: 1 Defense: 8/10

MISSILES

Each Class-R Rack holds 20 missiles. There are 6 such racks, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.

Korean Oryonggeo Heavy Cruiser (MH=1)

SPECS

Class: Capital Ship
 In Service: 2252
 Point Value: 650
 Ramming Value: 230
 Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 16
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +0

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

WEAPON DATA

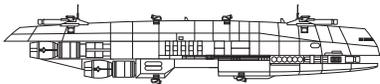
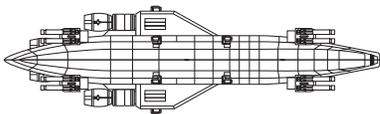
Hvy Laser Cannon
 Class: Laser
 Modes: R, S
 Damage: 4d10+20
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Laser/Pulse Array
 This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Med Laser Cannon
 Class: Laser
 Modes: R
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Med Pulse Cannon
 Class: Particle
 Modes: Pulse
 Damage: 10 1d5 Times
 Maximum Pulse: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 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



FORWARD HITS

- 1-7: Retro Thrust
- 8-10: Laser/Pulse Array
- 11-12: Hvy Laser
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-7: Port/Stb Thrust
- 8-10: Std Particle Beam
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-8: Main Thrust
- 9-11: Laser/Pulse Array
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9-10: Jump Engine
- 11-12: Sensors
- 13-14: Engine
- 15-16: Hangar
- 17-18: Reactor
- 19-20: C & C

SPECIAL NOTES

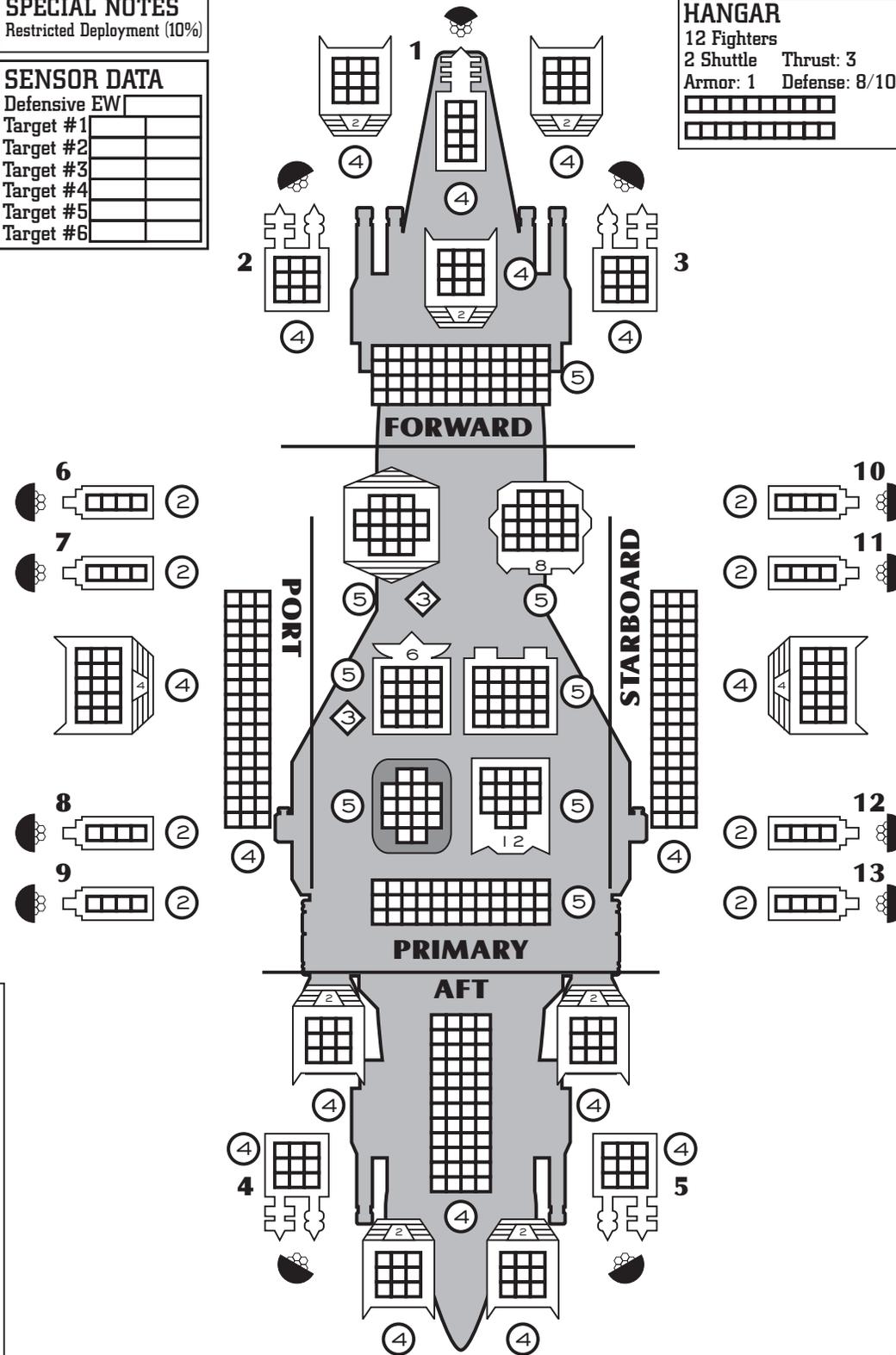
Restricted Deployment (10%)

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

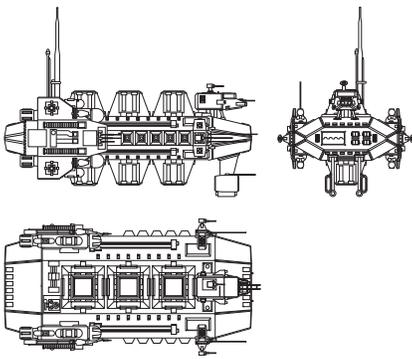
HANGAR

12 Fighters
 2 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Hvy Laser Cannon
- Laser/Pulse Array
- Std Particle Beam



Version 0: RLB/SR-1

Name: _____ Counter: _____



Korean Yu Gwan-sun Tender (Mk=1)

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 16	
In Service: 2253		Turn Delay: 1 x Speed		Stb/Port Defense: 16	
Point Value: 525		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 3/1	
Ramming Value: 320		Pivot Cost: 3+3 Thrust		Extra Power: +0	
Jump Delay: 24 Turns		Roll Cost: 3+3 Thrust		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	
Med Pulse Cannon	
Class: Particle	◆
Modes: Standard	
Damage: 10 1d5 times	
Maximum Pulses: 6	
Grouping Range: +1 per 4	
Range Penalty: -1 per hex	
Fire Control: +4/+3/+1	
Intercept Rating: -2	
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	

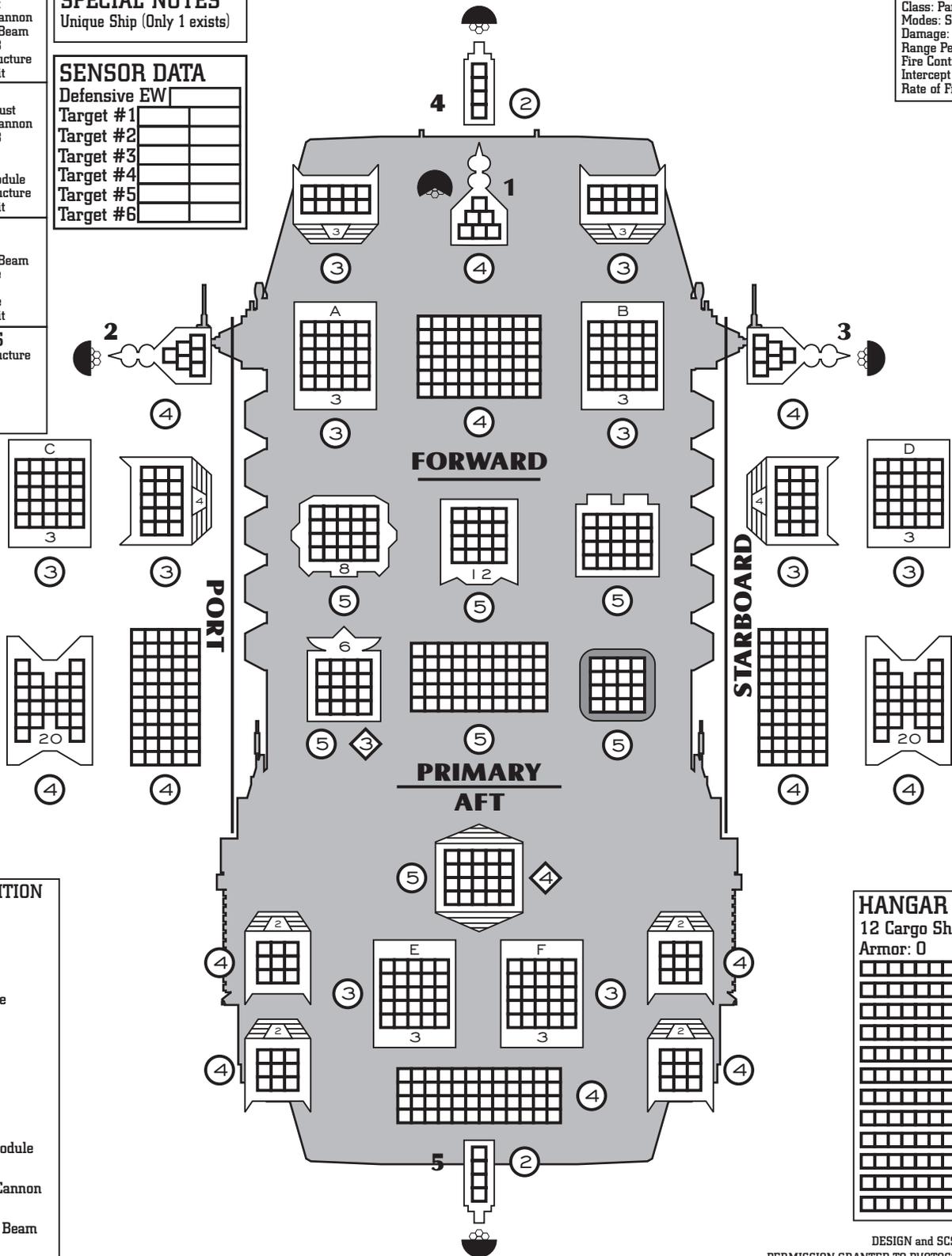
- FORWARD HITS**
- 1-5: Retro Thrust
 - 6-7: Med Pulse Cannon
 - 8: Std Particle Beam
 - 9-12: Cargo A or B
 - 13-18: Forward Structure
 - 19-20: PRIMARY Hit
- SIDE HITS**
- 1-4: Port/Stb Thrust
 - 5-6: Med Pulse Cannon
 - 7-8: Cargo A or B
 - 9-10: Cargo C or D
 - 11: Cargo E or F
 - 12-13: Dry Dock Module
 - 14-18: Port/Stb Structure
 - 19-20: PRIMARY Hit
- AFT HITS**
- 1-6: Main Thrust
 - 7: Std Particle Beam
 - 8-9: Jump Engine
 - 10-12: Cargo E or F
 - 13-18: Aft Structure
 - 19-20: PRIMARY Hit
- PRIMARY HITS**
- 1-11: Primary Structure
 - 12-13: Sensors
 - 14-15: Engine
 - 16-17: Hangar
 - 18-19: Reactor
 - 20: C & C

SPECIAL NOTES
Unique Ship (Only 1 exists)

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Jump Engine
- Engine
- Reactor
- Hangar
- Cargo
- Dry Dock Module
- Med Pulse Cannon
- Std Particle Beam

HANGAR

12 Cargo Shuttles Thrust: 3
Armor: 0 Defense: 12/12

Goguryeo Variant (Uncommon)

Version 0: RLB/SR-1

Name: _____ Counter: _____



Korean Dalmim Carrier (Mk=I)

SPECS

Class: Hvy Cmbt Ship
 In Service: 2262
 Point Value: 475
 Ramming Value: 120
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 15
 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	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

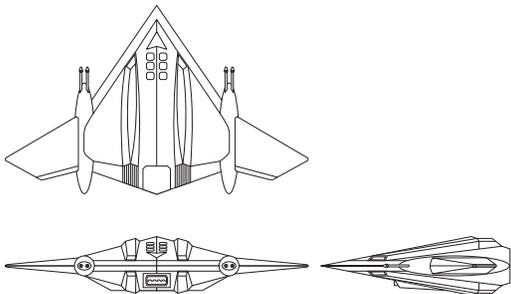
WEAPON DATA

Med Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 10 1d5 times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 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

HANGAR

12 Medium Fighters
 1 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10



SIDE HITS

1-6: Port/Stb Thrust
 7-8: Med Pulse Cannon
 9-10: Std Particle Beam
 11-18: Port/Stb Structure
 19-20: PRIMARY Hit

SPECIAL NOTES

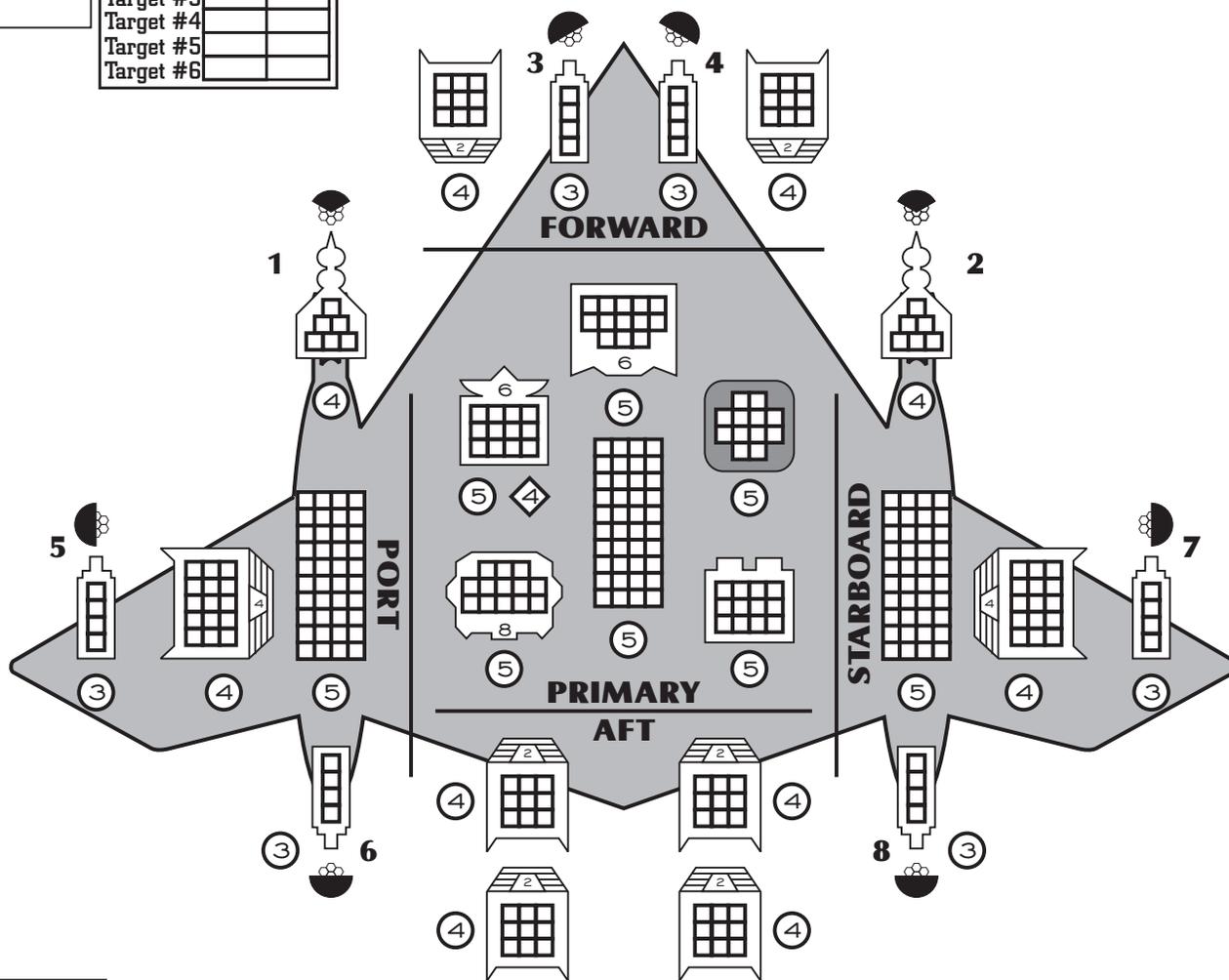
Special Hull Arrangement
 (No Fwd/Aft Hits)
 Atmospheric Capable

PRIMARY HITS

1-7: Primary Structure
 8-9: Std Particle Beam
 10-11: Fwd/Aft Thrust
 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
- Med Pulse Cannon
- Std Particle Beam



Korean Sabre Fighter

SPECS

Class: Medium Fighter
 In Service: 2264
 Point Value: 58 each
 Ramming Value: 19
 Jinking Limit: 8 Levels

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

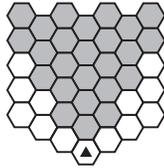
Fwd/Aft Defense: 7
 Stb/Port Defense: 7
 Free Thrust: 12
 Offensive Bonus: +5
 Initiative Bonus: +18

WEAPON DATA

Uni-Pulse Cannon
 Number of Guns: 2 (Linked)
 Class: Particle
 Damage: 1d6+4
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn

Basic Fighter Missile
 Cost: 8
 Class: Ballistic
 Damage: 10
 Max Range: 10 hexes
 Fire Control: n/a

Class-Y Fighter Missile
 Cost: 2
 Class: Ballistic
 Damage: 6
 Max Range: 8 hexes
 Fire Control: n/a
Special: Snap Fire (see rules)



ARMOR



Flight Level Combat

5 or more above = 0 Hit
 3-4 above = 1/6 Hit
 1-2 above = 1/3 Hit
 0-2 below = 1/2 Hit
 3-4 below = 2/3 Hit
 5-6 below = 5/6 Hit
 7 or more below = All Hit

SPECIAL NOTES

Can carry 4 Y-missiles
 May replace Y-missiles with Basic missile at 1 Basic per 2 Y-missiles
 Launch rate 2 Y-missiles or 1 Basic per turn

Flight #1

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #2

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #3

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #4

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #5

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #6

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #7

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

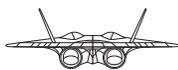
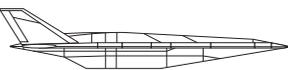
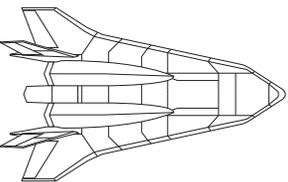
Flight #8

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Janggeom Variant (Uncommon)

Version 0: RLB/SR-1

Name: _____ Counter: _____



FORWARD HITS
 1-6: Retro Thrust
 7-8: Med Laser Cannon
 9-11: Med Pulse Cannon
 12-17: Structure
 18-20: PRIMARY Hit

AFT HITS
 1-8: Main Thrust
 9-11: Std Particle Beam
 12-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS
 1-8: Port/Strb Thrust
 9-11: Sensors
 12-14: Engine
 15: Hangar
 16-18: Reactor
 19-20: C & C

SPECIAL NOTES
 Atmospheric Capable

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SPECS

Class: Medium Ship
 In Service: 2265
 Point Value: 375
 Ramming Value: 40
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 12
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +12

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

HANGAR

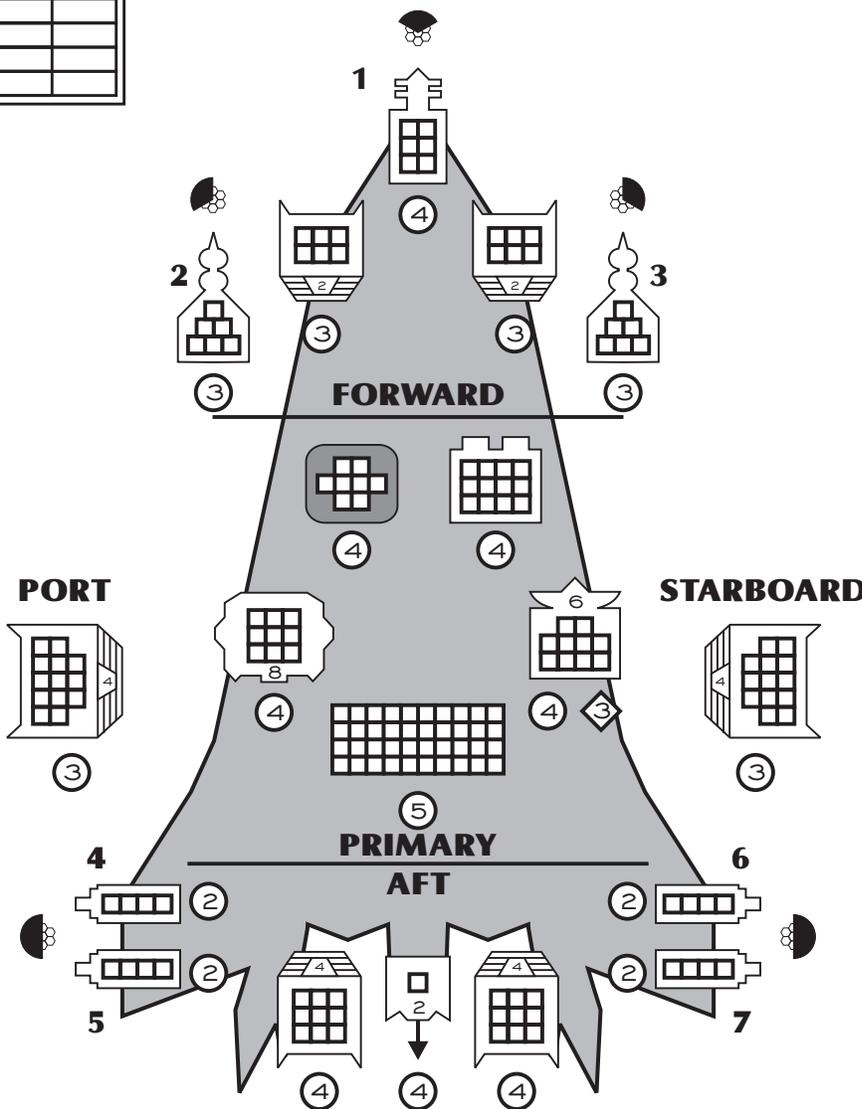
1 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10

WEAPON DATA

Medium Laser
 Class: Laser
 Modes: Raking
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Med Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 10 1d5 times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Laser Cannon
- Med Pulse Cannon
- Std Particle Beam

Goguryeo Variant (Rare)

Version 0: RLB/SR-1

Name: _____ Counter: _____



Korean Haenim ELINT Cruiser (Mk=1)

SPECS

Class: Hvy Cmbt Ship
 In Service: 2267
 Point Value: 500
 Ramming Value: 120
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 15
 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	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

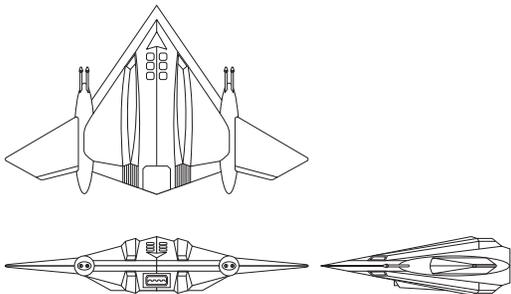
WEAPON DATA

Medium Laser
 Class: Laser
 Modes: Raking
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 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

HANGAR

6 Medium Fighters
 1 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10



SIDE HITS

- 1-6: Port/Stb Thrust
- 7-8: Med Laser Cannon
- 9-10: Std Particle Beam
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

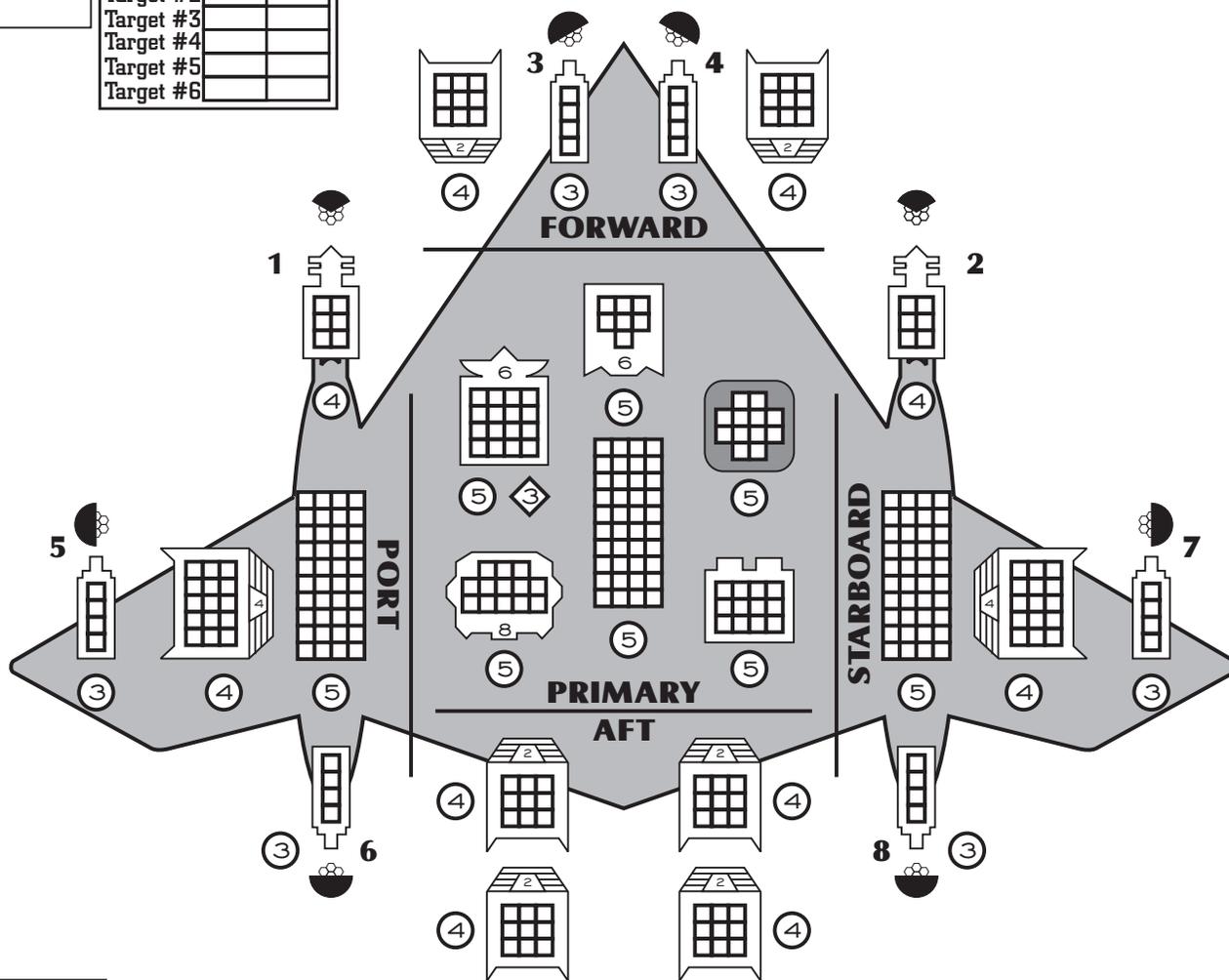
- 1-7: Primary Structure
- 8-9: Std Particle Beam
- 10-11: Fwd/Aft Thrust
- 12-13: Sensors
- 14-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C & C

SPECIAL NOTES

Special Hull Arrangement
 (No Fwd/Aft Hits)
 Atmospheric Capable
 ELINT Ship

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
- Med Laser Cannon
- Std Particle Beam

Oryonggeo Variant (Rare)

Version O: RLB/SR-1

Name: _____ Counter: _____



Korean Chha Yo Changgun Command Cruiser [MHO]

SPECS

Class: Capital Ship
 In Service: 2268
 Point Value: 700
 Ramming Value: 230
 Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 16
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +1

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

WEAPON DATA

Hvy Laser/Pulse Array
 This weapon can fire as either a heavy laser or heavy pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Hvy Laser Cannon

Class: Laser
 Modes: R, S
 Damage: 4d10+20
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Hvy Pulse Cannon

Class: Particle
 Modes: Standard
 Damage: 15 1d5 times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+3/-1
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

Laser/Pulse Array

This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Med Laser Cannon

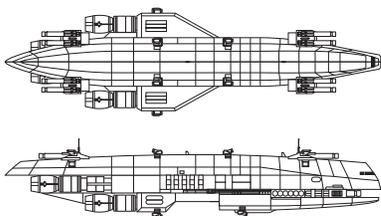
Class: Laser
 Modes: R
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Med Pulse Cannon

Class: Particle
 Modes: Pulse
 Damage: 10 1d5 Times
 Maximum Pulse: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 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



FORWARD HITS

1-7: Retro Thrust
 8-10: Laser/Pulse Array
 11-12: Hvy L/P Array
 13-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS

1-7: Port/Stb Thrust
 8-10: Std Particle Beam
 11-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
 9-11: Laser/Pulse Array
 12-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
 9-10: Jump Engine
 11-12: Sensors
 13-14: Engine
 15-16: Hangar
 17-18: Reactor
 19-20: C & C

SPECIAL NOTES

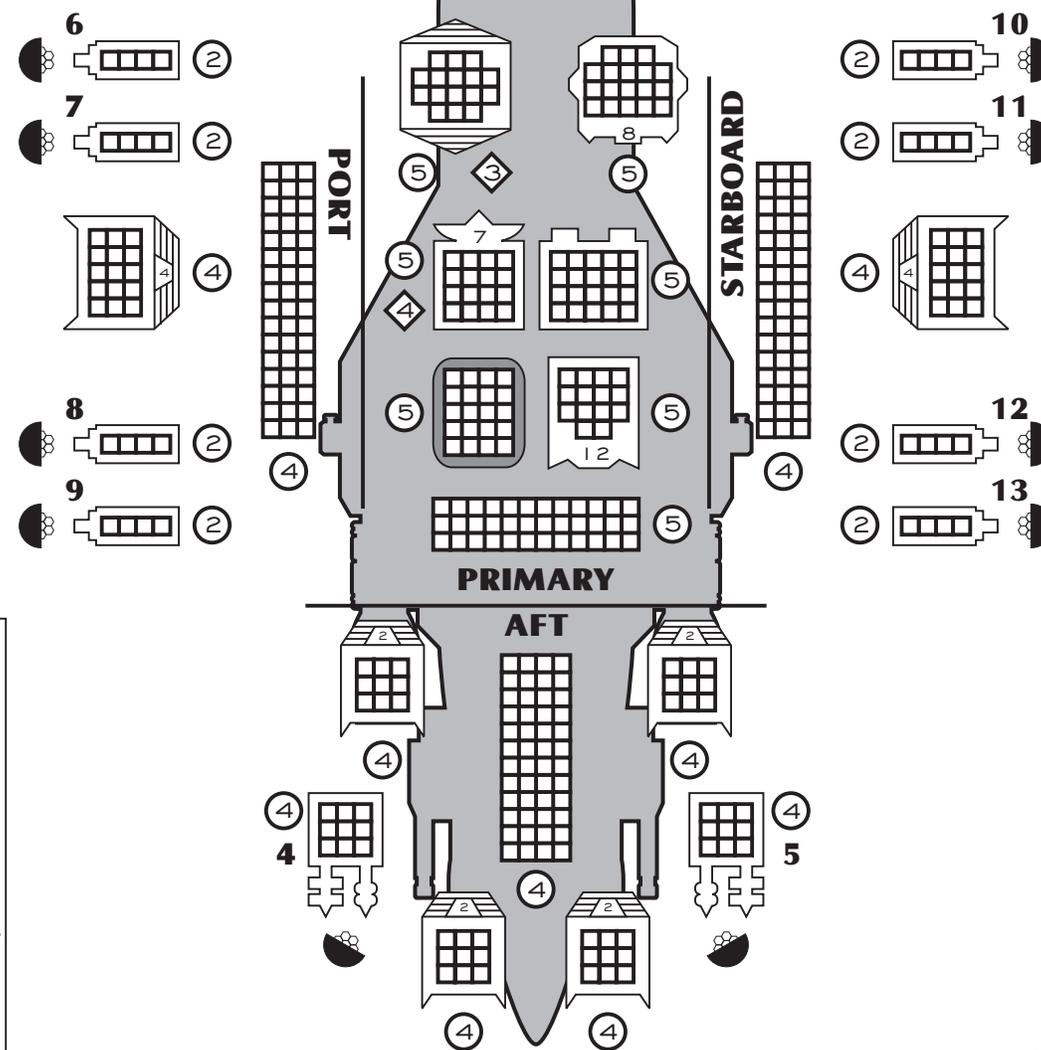
Restricted Deployment (10%)
 Adds +1 initiative bonus to all Korean ships in the scenario (including itself)

SENSOR DATA

Defensive EW	1	2	3	4	5	6
Target #1						
Target #2						
Target #3						
Target #4						
Target #5						
Target #6						

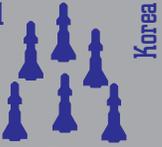
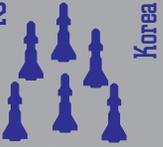
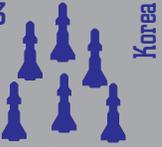
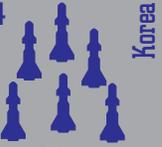
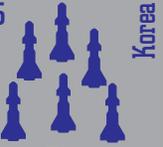
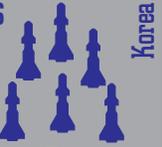
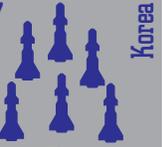
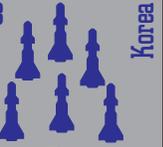
HANGAR

12 Fighters
 2 Shuttle Thrust: 3
 Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Hvy Laser/Pulse Array
- Laser/Pulse Array
- Std Particle Beam

1  Kobukson	2  Kobukson	3  Kobukson	4  Kobukson	5  Kobukson	6  Kobukson	1  Yu Sun-shin	2  Yu Sun-shin
3  Yu Sun-shin	4  Yu Sun-shin	5  Yu Sun-shin	6  Yu Sun-shin	1  Yu Sun-shin-P	2  Yu Sun-shin-P	3  Yu Sun-shin-P	4  Yu Sun-shin-P
1  Yi Song-gye	2  Yi Song-gye	3  Yi Song-gye	4  Yi Song-gye	1  Nopunde-A	2  Nopunde-A	3  Nopunde-A	4  Nopunde-A
5  Nopunde-A	6  Nopunde-A	1  Nopunde-B	2  Nopunde-B	3  Nopunde-B	4  Nopunde-B	5  Nopunde-B	6  Nopunde-B
1  Gojoseon	1  Haemosu	2  Haemosu	1  Jang Bogo	1  Janggeom	2  Janggeom	3  Janggeom	4  Janggeom
5  Janggeom	6  Janggeom	1  Goguryeo	2  Goguryeo	3  Goguryeo	4  Goguryeo	5  Goguryeo	6  Goguryeo
1  Yu Gwan-sun	1  Oryonggeo	2  Oryonggeo	3  Oryonggeo	1  Dalnim	2  Dalnim	3  Dalnim	4  Dalnim
1  Haenim	2  Haenim	1  Yongwang	2  Yongwang	3  Yongwang	4  Yongwang	1  Chiha Yo Changgun	2  Chiha Yo Changgun
1  Beta	2  Beta	3  Beta	4  Beta	5  Beta	6  Beta	7  Beta	8  Beta
1  Delta-V	2  Delta-V	3  Delta-V	4  Delta-V	5  Delta-V	6  Delta-V	7  Delta-V	8  Delta-V

Small Races-1 Countersheet #1

9 Delta-V	10 Delta-V	11 Delta-V	12 Delta-V	1 Valkyrie	2 Valkyrie	3 Valkyrie	4 Valkyrie
5 Valkyrie	6 Valkyrie	7 Valkyrie	8 Valkyrie	9 Valkyrie	10 Valkyrie	11 Valkyrie	12 Valkyrie
1 Sabre	2 Sabre	3 Sabre	4 Sabre	5 Sabre	6 Sabre	7 Sabre	8 Sabre
1 Lakrit	2 Lakrit	3 Lakrit	4 Lakrit	5 Lakrit	6 Lakrit	1 Hades	2 Hades
3 Hades	4 Hades	5 Hades	6 Hades	1 Lamprey	2 Lamprey	3 Lamprey	4 Lamprey

PC 1 Kobukson	PC 2 Kobukson	PC 3 Kobukson	PC 4 Kobukson	PC 5 Kobukson	PC 6 Kobukson	Cov 1 Yi Sun-shin	Cov 2 Yi Sun-shin	Cov 3 Yi Sun-shin	Cov 4 Yi Sun-shin	Cov 5 Yi Sun-shin	Cov 6 Yi Sun-shin	Cov 1 Yi Sun-shin-P	Cov 2 Yi Sun-shin-P	Cov 3 Yi Sun-shin-P	Cov 4 Yi Sun-shin-P
C 1 Yi Song-gye	C 2 Yi Song-gye	C 3 Yi Song-gye	C 4 Yi Song-gye	Osat 1 Nopunde-A	Osat 2 Nopunde-A	Osat 3 Nopunde-A	Osat 4 Nopunde-A	Osat 5 Nopunde-A	Osat 6 Nopunde-A	Osat 1 Nopunde-B	Osat 2 Nopunde-B	Osat 3 Nopunde-B	Osat 4 Nopunde-B	Osat 5 Nopunde-B	Osat 6 Nopunde-B
SB 1 Gojoseon	JC 1 Haemosu	JC 2 Haemosu	CVA 1 Jang Bogo	PC 1 Janggeom	PC 2 Janggeom	PC 3 Janggeom	PC 4 Janggeom	PC 5 Janggeom	PC 6 Janggeom	AC 1 Goguryeo	AC 2 Goguryeo	AC 3 Goguryeo	AC 4 Goguryeo	AC 5 Goguryeo	AC 6 Goguryeo
T 1 Yu Gwan-sun	CA 1 Oryonggeo	CA 2 Oryonggeo	CA 3 Oryonggeo	CV 1 Dalnim	CV 2 Dalnim	CV 3 Dalnim	CV 4 Dalnim	CE 1 Haenim	CE 2 Haenim	FF 1 Yongwang	FF 2 Yongwang	FF 3 Yongwang	FF 4 Yongwang	CC 1 Chiha Yo Changgun	CC 2 Chiha Yo Changgun
AS 1 Lakrit	AS 2 Lakrit	AS 3 Lakrit	AS 4 Lakrit	AS 5 Lakrit	AS 6 Lakrit	AS 7 Lakrit	AS 8 Lakrit	AS 1 Hades	AS 2 Hades	AS 3 Hades	AS 4 Hades	AS 5 Hades	AS 6 Hades	AS 7 Hades	AS 8 Hades
BP 1 Lamprey	BP 2 Lamprey	BP 3 Lamprey	BP 4 Lamprey	BP 5 Lamprey	BP 6 Lamprey	BP 7 Lamprey	BP 8 Lamprey	S 1 Shuttle	S 2 Shuttle	S 3 Shuttle	S 4 Shuttle	S 5 Shuttle	S 6 Shuttle	S 7 Shuttle	S 8 Shuttle
ROK 1 Beta	ROK 2 Beta	ROK 3 Beta	ROK 4 Beta	ROK 5 Beta	ROK 6 Beta	ROK 7 Beta	ROK 8 Beta	ROK 9 Beta	ROK 10 Beta	ROK 11 Beta	ROK 12 Beta	ROK 1 Delta-V	ROK 2 Delta-V	ROK 3 Delta-V	ROK 4 Delta-V
ROK 5 Delta-V	ROK 6 Delta-V	ROK 7 Delta-V	ROK 8 Delta-V	ROK 9 Delta-V	ROK 10 Delta-V	ROK 11 Delta-V	ROK 12 Delta-V	ROK 1 Valkyrie	ROK 2 Valkyrie	ROK 3 Valkyrie	ROK 4 Valkyrie	ROK 5 Valkyrie	ROK 6 Valkyrie	ROK 7 Valkyrie	ROK 8 Valkyrie
ROK 9 Valkyrie	ROK 10 Valkyrie	ROK 11 Valkyrie	ROK 12 Valkyrie	ROK 1 Sabre	ROK 2 Sabre	ROK 3 Sabre	ROK 4 Sabre	ROK 5 Sabre	ROK 6 Sabre	ROK 7 Sabre	ROK 8 Sabre	ROK 9 Sabre	ROK 10 Sabre	ROK 11 Sabre	ROK 12 Sabre

Small Races-1 Countersheet #2

Revision 0

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REVISION LOG

Revision 0 (08-03-2011)

Initial Issue.



ADMIRAL HAE-SUP SAT IN THE SHAMBLED REMAINS OF HIS HAEMOSU CLASS JUMP CRUISER. OVER THE CRACKLE OF RUINED CONSOLES HE COULD STILL HEAR FRAGMENTS OF THE ONGOING BATTLE THROUGH HIS COMMAND CHAIR. IT SOUNDED LIKE HIS FORCE WAS WINNING, THOUGH NOT BY MUCH.

COMMODORE KINKAID, ADJUTANT TO ADMIRAL HAMATO HAD SAID THAT THIS WOULD BE A SIMPLE HOLDING ACTION. HE SAID THAT REINFORCEMENTS WOULD FOLLOW ALMOST IMMEDIATELY. BUT THERE HAD BEEN NO REINFORCEMENTS. AND THE DILGAR? THEY ACTED AS IF THIS WERE SOME PENULTIMATE BATTLE, AND NOT SOME MINOR SIDE ACTION TO THE MAIN INVASION OF BALOS.

THE DILGAR HAD TARGETED HIS JUMP CRUISER FROM THE BEGINNING, APPARENTLY DRAWN TO ITS JUMP ENGINE SIGNATURE. IGNORING EVERYTHING ELSE, THEY HAD DRIVEN THROUGH THE HEART OF HIS SQUADRON TO GET HIM. AND THEY HAD PAID A HEAVY PRICE. HAE-SUP IDLY NOTED THE STATUS OF HIS CRUISER'S CRIPPLED REACTOR. IN 30 MORE SECONDS THEY WOULD SUCCEED.

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Nightmare, Clark's Contempt, Republic Raiders

NEW SHIPS THROUGHOUT THE HISTORY OF KOREA

Kobukson Patrol Ship

Yi Sun-shin Corvette

Yi Song-gye Cruiser

Nopunde Orbital Satellite

Haemosu Jump Cruiser

Jang Bogo Heavy Carrier

Jangeom Patrol Cutter

Goguryeo Armored Cruiser

Oryonggeo Heavy Cruiser

Chiha Yo Changgun Command Cruiser

...AND MUCH MORE!

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