

Name: _____ Counter: _____



Kor-Lyan Merkuf Light Cruiser (Refit)

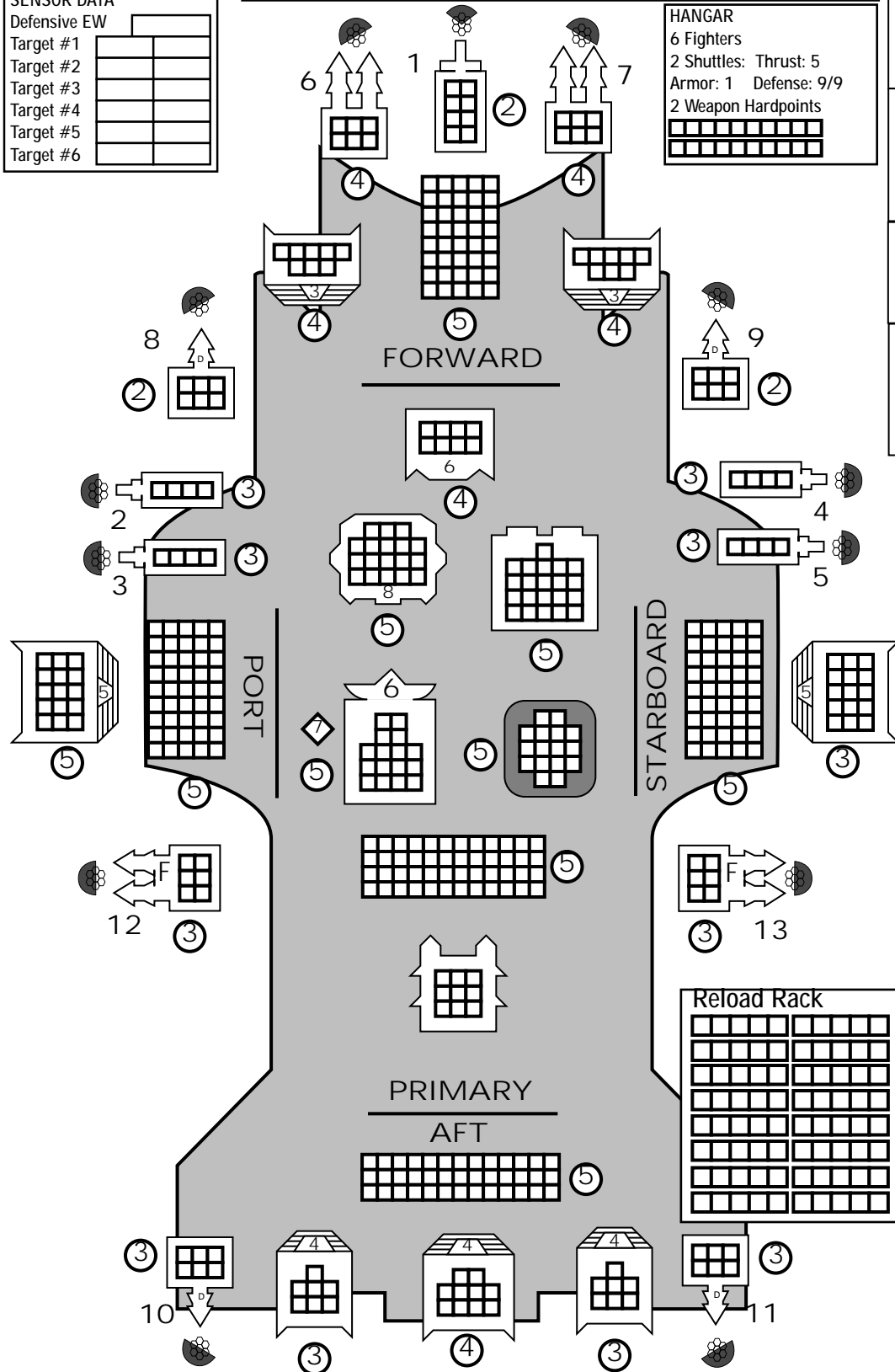
SPECS		MANEUVERING						COMBAT STATS					
Class: Capital Ship		Turn Cost: 1 x Speed						Fwd/Aft Defense: 13					
In Service: 2235		Turn Delay: 1 x Speed						Stb/Port Defense: 15					
Point Value: 650		Accel/Decel Cost: 4 Thrust						Engine Efficiency: 4/1					
Ramming Factor: 220		Pivot Cost: 2+2 Thrust						Extra Power: 0					
Jump Delay: 30 Turns		Roll Cost: 2+2 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
Class-F Missile Rack Class: Ballistic Missiles: 10 Range Penalty: None Fire Control: +3/+3/+3 Rate of Fire: Varies Can fire as a class-S, class-L, or class-R rack.
Standard Particle Beam Class: Particle Modes: Standard Damage: 1d10+6 Range Penalty: -1 per hex Fire Control: +4/+4/+4 Intercept Rating: -2 Rate of Fire: 1 per turn
Class-D Missile Rack Class: Ballistic Missiles: 20 Range Penalty: None Fire Control: +3/+3/+3 Rate of Fire: 1 per turn Special: Fires only missiles of types A, C, I, or Z.
Particle Cannon Class: Particle Modes: Raking Damage: 2d10+15 Range Penalty: -1 per 2 hexes Fire Control: +5/+4/+2 Intercept Rating: -1 Rate of Fire: 1 per 2 turns

FORWARD HITS
1-5:Retro Thrust
6:Particle Cannon
7-9:Class-R Rack
10-18: Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-5:Port/Stb Thrust
6-7:Class-F Rack
8-9:Class-D Rack
10-11:Std Particle Beam
12-18:Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-6:Main Thrust
7-8:Class-D Rack
9-18:Aft Struct
19-20:PRIMARY Hit
PRIMARY HITS
1-10:Primary Struct
11-12:Reload Rack
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

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Reload Rack
Std Particle Beam
Class-R Missile Rack
Particle Cannon
Class-D Missile Rack

MISSILES
Rack #6
Rack #7
Rack #8
Rack #9
Rack #10
Rack #11
Rack #12
Rack #13