

# Kor-Lyan Cancar Freighter

## SPECS

Class: Medium Ship  
In Service: 2210  
Point Value: 175  
Ramming Factor: 60  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 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 Penalty: -4

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-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, F, I, or C.

### 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  
6-8: Class D rack  
9-12: Cargo A  
13-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6: Std Particle Beam  
7-12: Cargo B/C  
13-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-8: Port/Stb Thrust  
9-11: Sensors  
12-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Atmospheric Capable

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

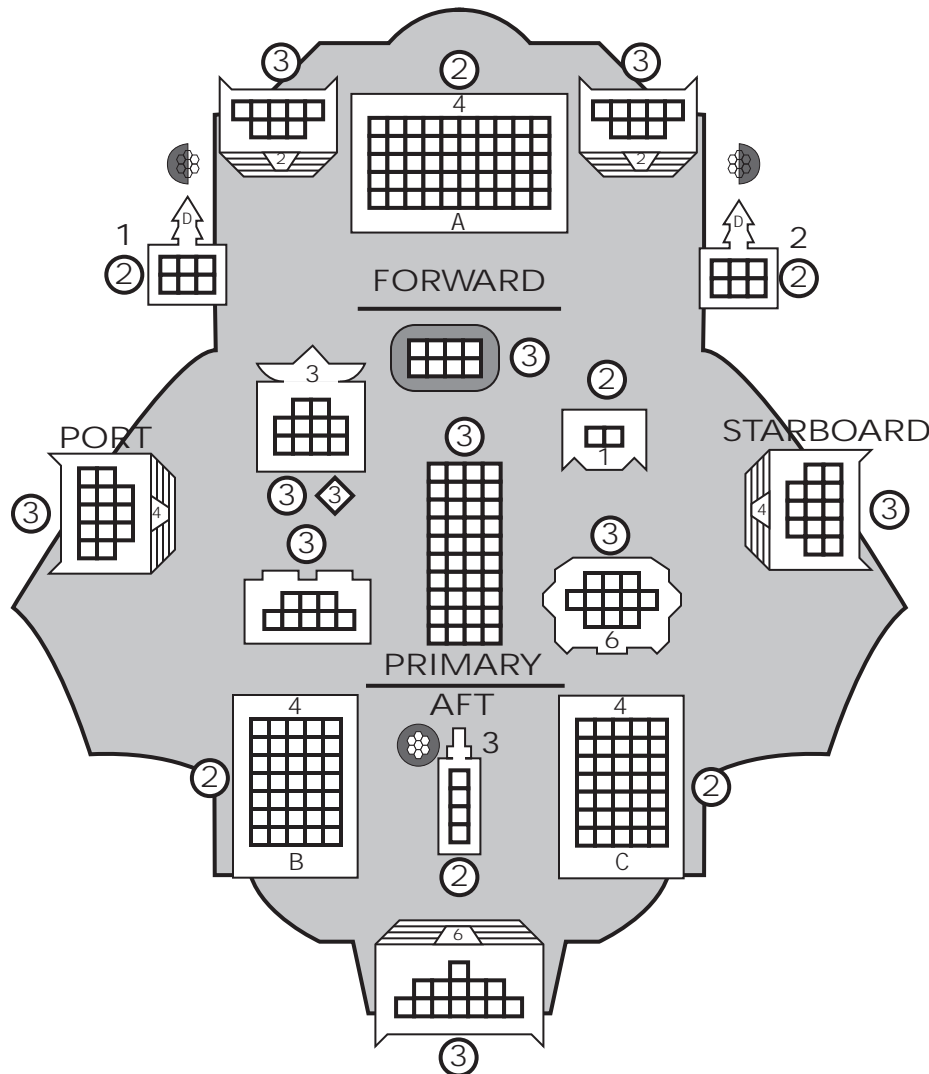
Target #4

Target #5

Target #6

## HANGARS

0 Fighters  
2 Cargo Shuttles  
No Weapons Thrust: 4  
Armor: 1 Defense: 10/10  
Cannot launch missiles  
Can carry ammunition to friendly ships



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Std Particle Beam
- Class-D Missile Rack

## MISSILES

Rack #1



Rack #2

