

House Orange Light Cruiser Mk. 2

Specifications:

Class: Capital Ship
In Service: 2217
Point Value: 625
Ramming Factor: 200
Jump Delay: 32 Turns

Maneuvering:

Turn Cost: 5/6 Speed
Turn Delay: 5/6 Speed
Accel/Deccel: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll cost: 2+2 Thrust

Defense:

Fwd/Aft Def: 15
Stb/Prt Def: 16
Engine Efficiency: 3/1
Extra Power: +3
Initiative: +0

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

Forward Hits

1-5 Retro Thrusters
6-7 Heavy Plasma Cannons
8-9 SO Missile Racks
10 Lt. Particle Beam
11-18 Structure
19-20 Primary

Port/Starboard Hits

1-4 Side Thrusters
5-6 Lt. Particle Beam
7-8 Heavy Plasma Gun
9-18 Structure
19-20 Primary

Aft Hits

1-6 Main Thrusters
7-9 Jump Drive
10 Light Plasma Gun
11 Lt. Particle Beam
12-18 Structure
19-20 Primary

Primary Hits

1-7 Structure
8-9 Hanger
10 Missile Rack
11-13 Sensor
14-16 Engine
17-18 Reactor
19-20 C&C

ELECTRONIC WARFARE

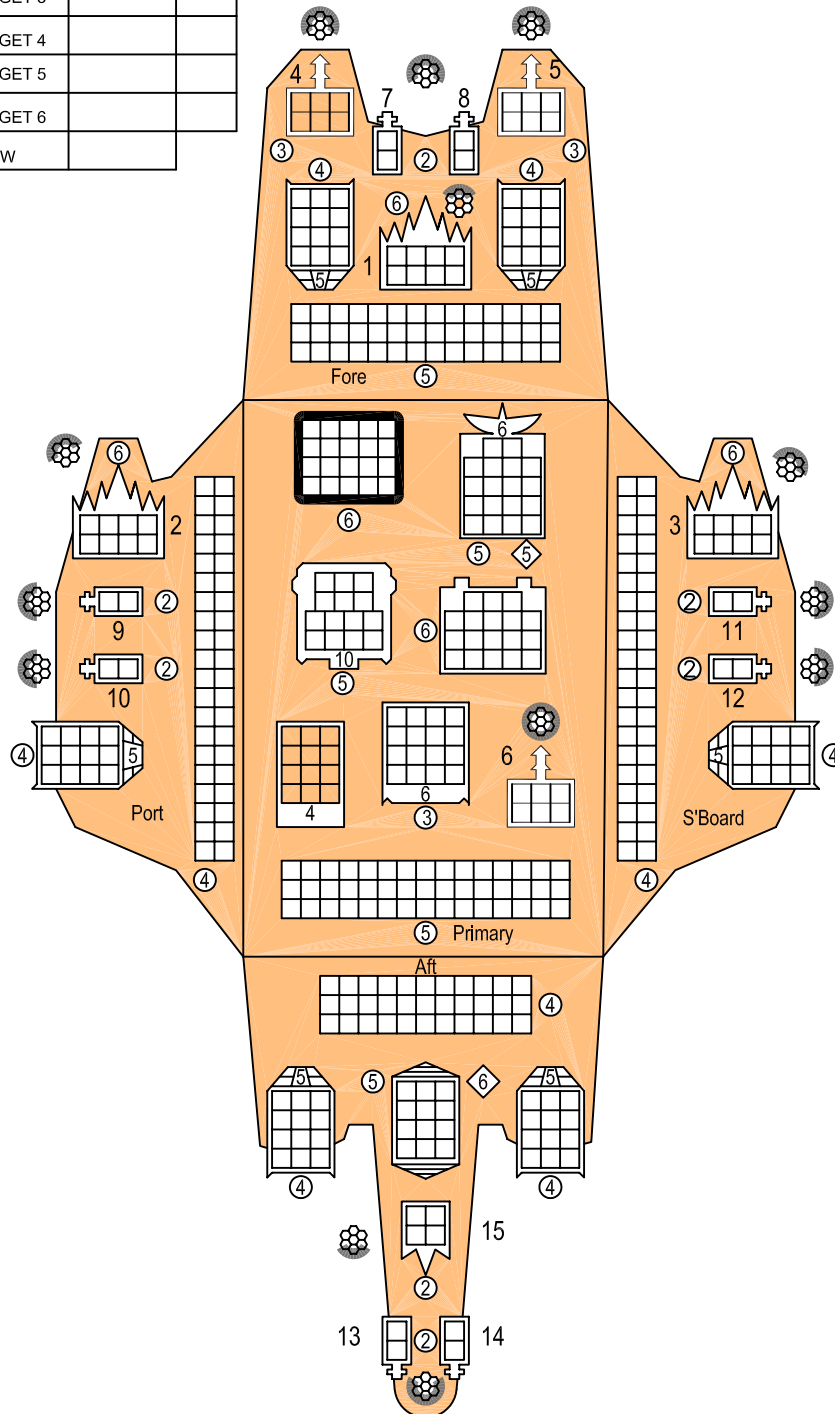
DEF. ECM	
TARGET 1	
TARGET 2	
TARGET 3	
TARGET 4	
TARGET 5	
TARGET 6	
CCEW	

SPECIAL NOTES

Before 2240 Mk 1 cruiser.
12 Light Fighters, 12 Cargo

Hanger

12 Heavy Fighters
After 2240
4 Shuttles
Thrust:2 DEF: 8/10
Armor:0 Hits: 9



Heavy Plasma Cannon

Mode: Standard
Damage: 4d10+8
Range: -1/2 HEXES
Fire Control: +3/+1/-5
Intercept: N/A
Rate of Fire: 1/3

SO-MISSILE RACK

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Intercept Rating: N/A
Rate of Fire: 1 per 2 Turns

Light Particle Beam

Class: Particle
Mode: Standard
Damage: 1D10+4
Range: -2 / Hex
Fire Control: +3/+3/+3
Intercept: -2
Rate of Fire: 1 per Turn

Light Plasma Cannon

Mode: Standard
Damage: 2d10+2
Range: -1/2 Hexes
Fire Control: +3/+1/-5
Intercept: N/A
Rate of Fire: 1 per 2 turns

Type SO-Missile racks

Rack #4

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Rack #5

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Rack #6

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SPECIAL ICONS