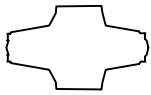


Version: 1 FM/NC

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# House Orange Battle Carrier

## Specifications:

Class: Capital Ship  
In Service: 2226  
Point Value: 750  
Ramming Factor: 400  
Jump Delay: 32 Turns

## Maneuvering:

Turn Cost: 4/3 Speed  
Turn Delay: 4/3 Speed  
Accel/Deccel: 5 Thrust  
Pivot Cost: 4+4 Thrust  
Roll cost: 2+2 Thrust

## Defense:

Fwd/Aft Def: 19  
Stb/Prt Def: 21  
Engine Efficiency: 4/1  
Extra Power: +3  
Initiative: +0

## 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

## Side Hangers each.

24 Heavy Fighters  
24 Light Fighters  
4 Shuttles  
Thrust: 2 DEF: 8/10  
Armor: 0 Hits: 9

## Forward Hits

1-4 Retro Thrusters  
5-6 Heavy Plasma Cannons  
7-8 SO Missile Racks  
9 Lt. Particle Beam  
10-18 Structure  
19-20 Primary

## Port/Starboard Hits

1-3 Side Thrusters  
4-5 Lt. Particle Beam  
6-11 Hanger  
12-18 Structure  
19-20 Primary

## Aft Hits

1-4 Main Thrusters  
5-6 Heavy Plasma Cannon  
7-8 SO Missile Racks  
9 Lt. Particle Beam  
10-18 Structure  
19-20 Primary

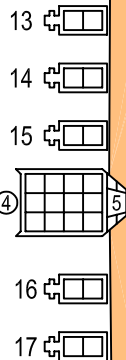
## Primary Hits

1-7 Structure  
8 Cargo  
9 SO Missile Rack  
10 Missile Magazine  
11 Sensors  
12-13 Jump Drive  
14-15 Engine  
16-17 Reactor  
18-20 C&C

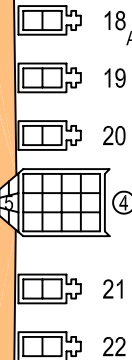
## ELECTRONIC WARFARE

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

ALL PORT LPB



Port

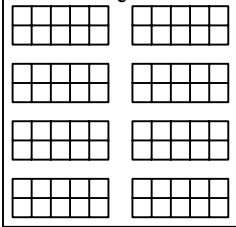


ALL STARBOARD LPB



S'Board

## Missile Magazine



## SPECIAL ICONS



## Type SO-Missile racks

Rack #5	
Rack #6	
Rack #7	
Rack #8	
Rack #9	
Rack #10	