

House Orange Patrol Cruiser

Specifications:

Class: Capital Ship
In Service: 2216
Point Value: 600
Ramming Factor: 300
Jump Delay: n/a

Maneuvering:

Turn Cost: 5/6 Speed
Turn Delay: 5/6 Speed
Accel/Deccel: 5 Thrust
Pivot Cost: 3+3 Thrust
Roll cost: 2+2 Thrust

Defense:

Fwd/Aft Def: 14
Stb/Prt Def: 18
Engine Efficiency: 5/1
Extra Power: +0
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	8	9	10	10
Turn Delay	1	2	3	4	5	5	6	7	8	9	10	10

Forward Hits

1-4 Retro Thrusters
5-7 Medium Lasers
8-10 Light Bolters
11-18 Structure
19-20 Primary

Port/Starboard Hits

1-3 Side Thrusters
4-6 Medium Lasers
7-8 Missile Racks
9 Light Laser
10 Light Bolter
11-18 Structure
19-20 Primary

Aft Hits

1-3 Main Thrusters
4-6 Light Bolter
7-8 Light Laser
9 Barracks
10-11 Cargo
12-18 Structure
19-20 Primary

Primary Hits

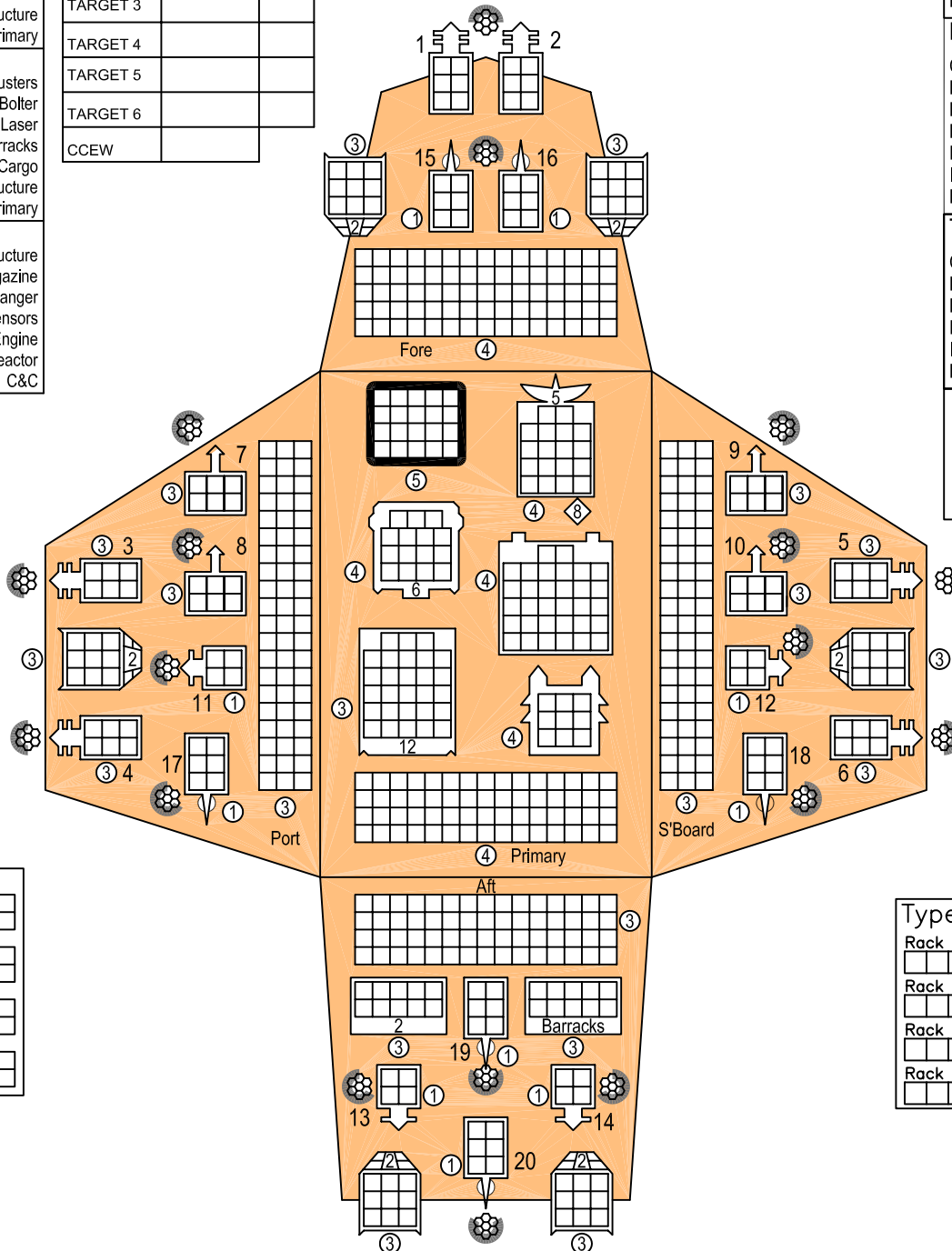
1-7 Structure
8 Missile Magazine
9-11 Hanger
12-13 Sensors
14-15 Engine
16-18 Reactor
19-20 C&C

ELECTRONIC WARFARE

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

SPECIAL NOTES

Atmospheric capable
Antiquated Sensors
10 Marine contingents standard, 20 Max.
Indigenous Okarian cruiser from frist contact with house of Orange.



Medium Laser

Mode: R
Damage: 3D10+12
Range: -1 per 2 Hexes
Fire Control: +3/+2/-3
Intercept Rating: N/A
Rate of Fire: 1 per 3 turns

Light Laser

Mode: Raking
Damage: 2D10+7
Range: -1 / Hex
Fire Control: +2/+1/-2
Intercept: N/A
Rate of Fire: 1/2

Light Bolter

Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per Hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Recharge Rate: 1 per turn

Type O-Missile Rack

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Intercept: N/A
Rate of Fire: 1 per 3 turns

Hanger

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

Missile Magazine

SPECIAL ICONS

Type O-Missile racks

Rack #7							
Rack #8							
Rack #9							
Rack #10							