

# Orieni Zealot Cruiser

## SPECS

Class: Capital Ship  
In Service: 2050  
Point Value: 625  
Ramming Factor: 180  
Jump Delay: 36 Turns

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

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 14  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +2

## WEAPON DATA

### Gauss Cannon

Class: Matter  
Modes: Standard  
Damage: 1d10+10  
Range Penalty: -1 per hex  
Fire Control: +2/+1/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Light Laser Cannon

Class: Laser  
Modes: Raking  
Damage: 2d10+7  
Range Penalty: -1 per hex  
Fire Control: +2/+1/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Improved Gatling Railgun

Class: Matter  
Modes: Standard  
Damage: 2d6+2  
Range Penalty: -2 per hex  
Fire Control: +3/+4/+6  
Int. Rating: -1 (ballistic only)  
Rate of Fire: 2 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-7: Gauss Cannon  
8-9: IGRG  
10-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-8: Lt Laser Cannon  
9: IGRG  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9: Jump Drive  
10-11: Main Thrust  
12-13: Sensors  
14-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Special Hull Arrangement  
(No Aft Hits or Structure)  
Limited Deployment (33%)

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

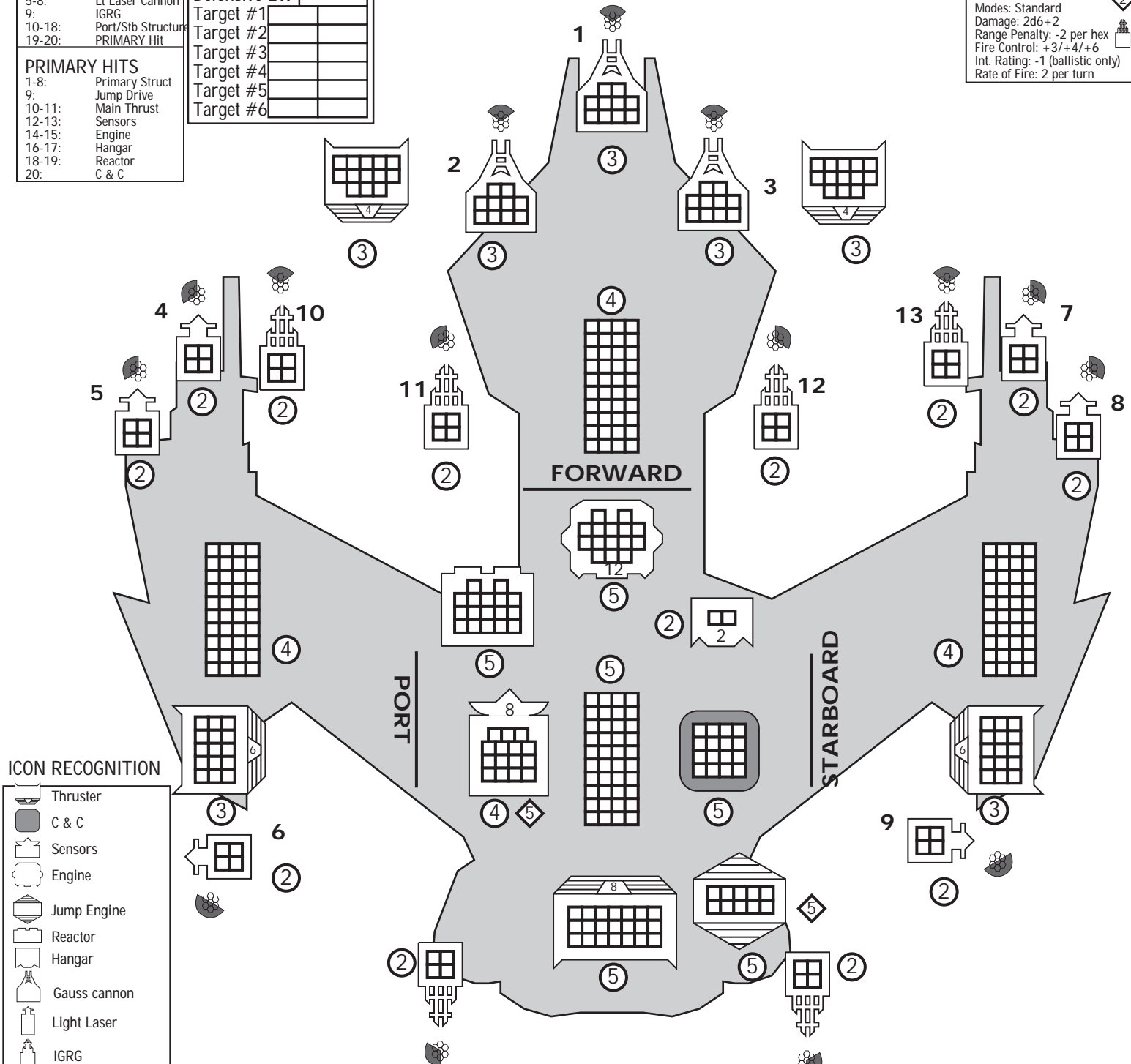
Target #4

Target #5

Target #6

## HANGAR

2 Shuttles: Thrust: 4  
Armor: 0 Defense: 8/9



## ICON RECOGNITION

