

Orieni Zealot Cruiser (beta)

SPECS

Class: Capital Ship
In Service: 2238
Point Value: 725
Ramming Factor: 180
Jump Delay: 36 Turns

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

Laser Spear

Class: Laser
Modes: R, P
Damage: 2d10+10
Range Penalty: -2 per 3 hexes
Fire Control: +4/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Gauss Rifle

Class: Matter
Modes: Standard
Damage: 1d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-6
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

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

HANGAR

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



FORWARD HITS

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

SIDE HITS

1-4: Port/Stb Thrust
5-7: Laser Spear
8: Lt Laser
9: IGRG
10-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
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)

SENSOR DATA

Defensive EW

Target #1

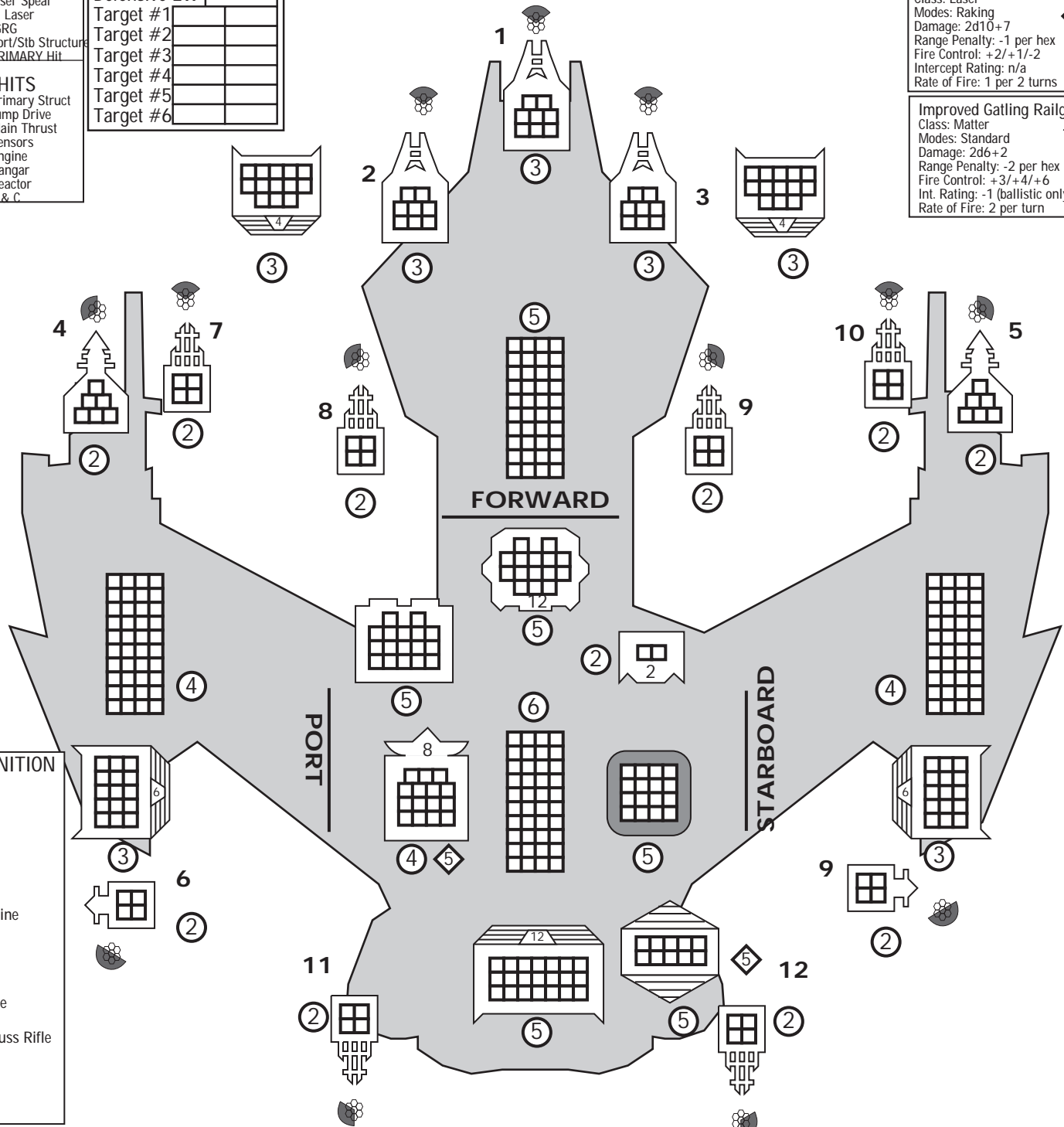
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- War Lance
- Heavy Gauss Rifle
- IGRG
- Lt Laser