

Oriem Crusader Heavy Frigate

SPECS

Class: Medium Ship
In Service: 2003
Point Value: 450
Ramming Value: 55
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +13

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	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

0 Fighters
2 Shuttle Thrust: 3
Armor: 0 Defense: 11/11



ARMOR REFIT

System	2003	2007
Hvy Gauss Cannons	2	3
Gatling Railguns	1	2

FORWARD HITS

1-5: Retro Thrust
6-8: Hvy Gauss Cannon
9-10: Gatling Railgun
11-12: Missile Rack
13-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Gatling Railgun
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

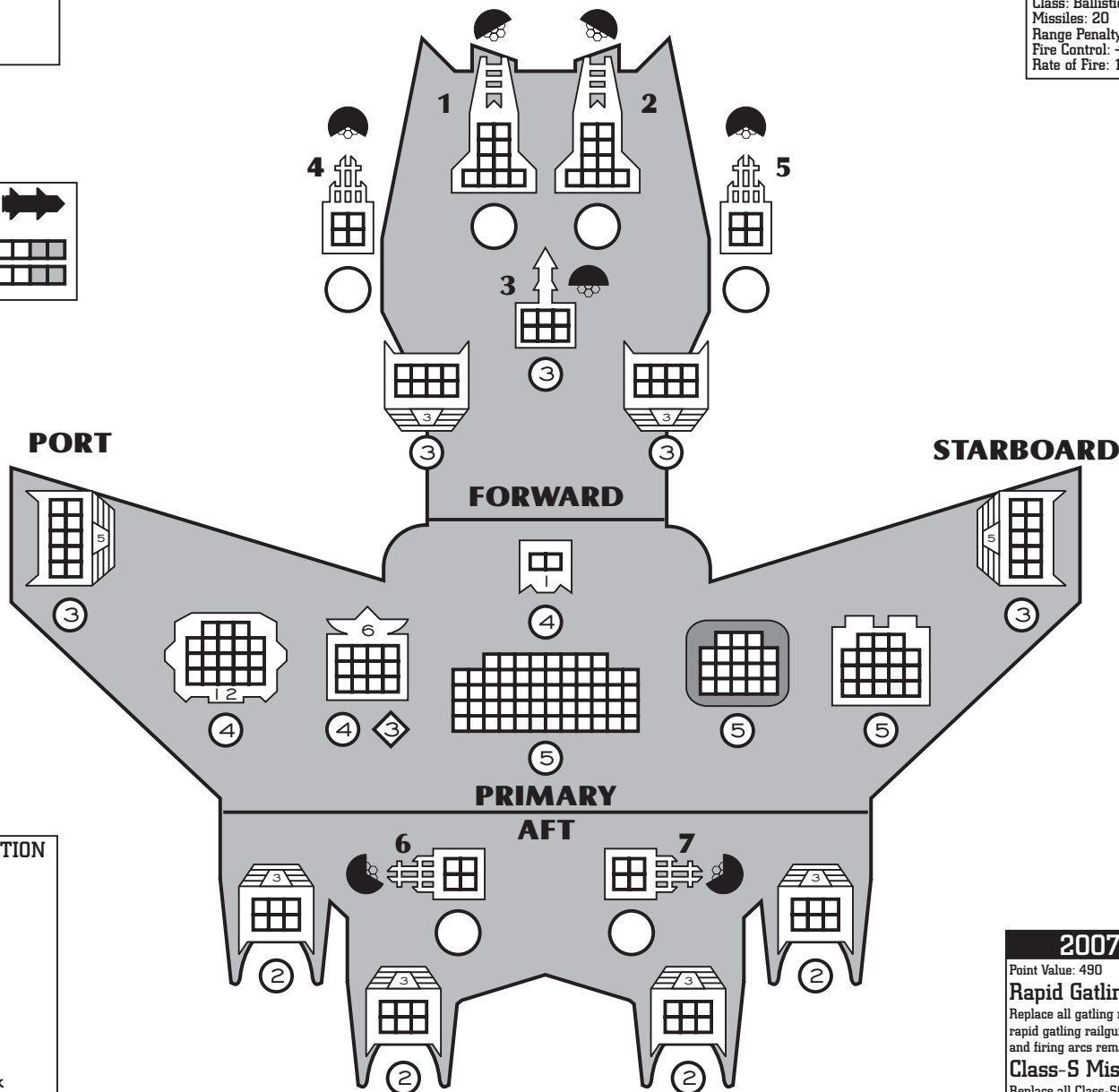
Atmospheric Capable

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

MISSILES

Rack #3



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-SO/S Missile Rack
- Hvy Gauss Cannon
- Gatling Railgun

WEAPON DATA

Hvy Gauss Cannon

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

Gatling Railgun

Class: Matter
Modes: Standard
Damage: 2d6
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Intercept Rating: -1 (Ballistic Only)
Rate of Fire: 1 per turn
RAPID GATLING RAILGUN
Rate of Fire: 2 per turn

Class-SO Missile Rack

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

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

2007 Refit

Point Value: 490

Rapid Gatling Railgun

Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.

Class-S Missile Rack

Replace all Class-SO racks with Class-S missile racks. Armor and firing arcs remain unchanged.