

Name: _____ Counter: _____



Orieni Crusader Fleet Carrier

SPECS

Class: Capital Ship
In Service: 2245
Point Value: 580
Ramming Factor: 380
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 19
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus:

WEAPON DATA

War lance
Class: Laser
Modes: R, P
Damage: 5d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 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

SIDE HANGAR

12 Hunter-killer each
Only noshuttles or maned
Fighter

FORWARD HITS

1-6: Retro Thrust
7-8: War laser
9-11: IGRG
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-8: IGRG
9-11: Side hangar
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: IGRG
11-15: Aft Struct
16-18: Jump Drive
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-10: Hk controle
11-13: Sensors
14-15: Engine
15-18: Hangar
19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

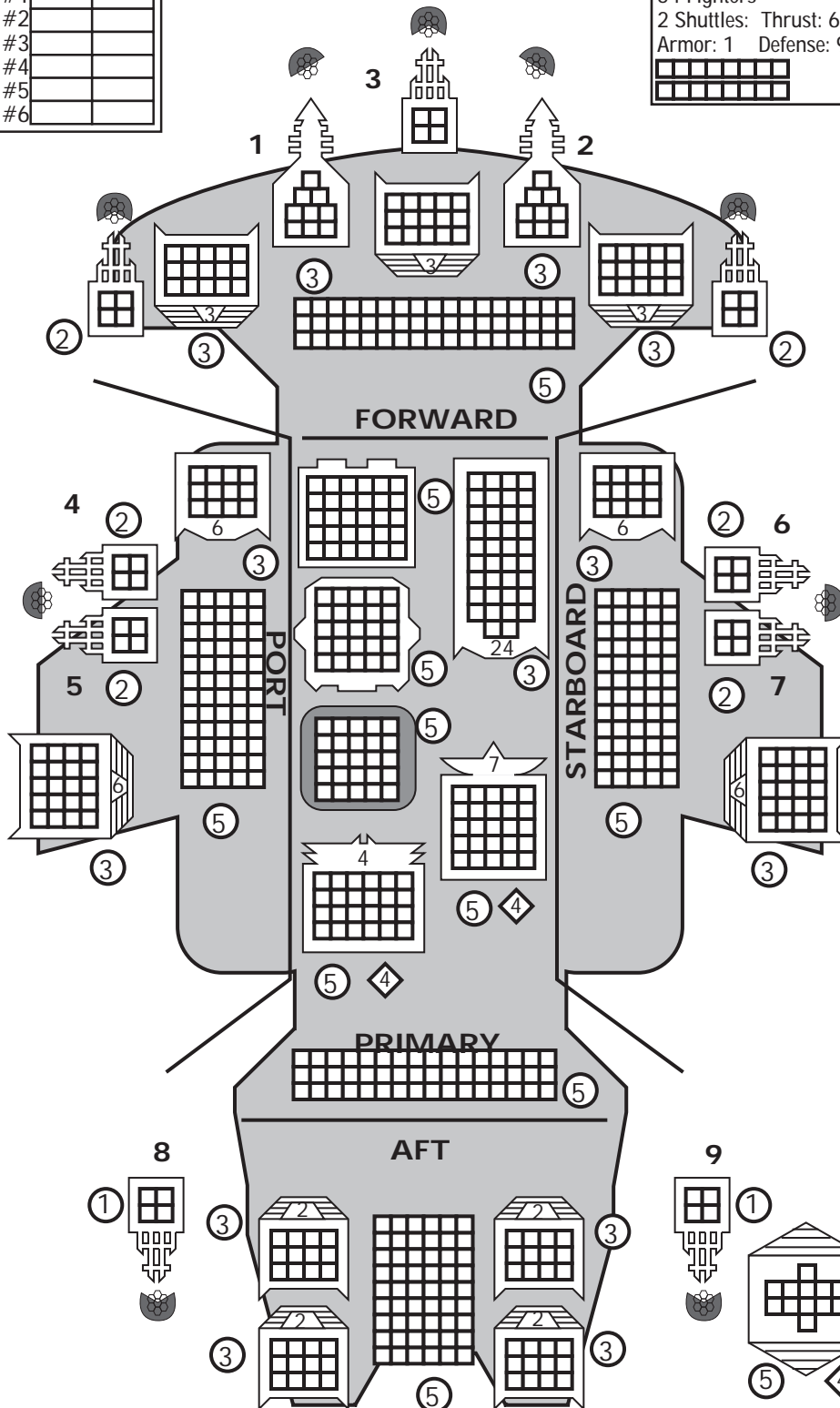
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- HK Control System
- Jump Engine
- War Lance
- IGRG