



SPECIAL NOTES
 Agile Ship
 Atmospheric Capable

Orieni Stroch WarCruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 1950	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 350	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2 Thrust	Initiative Bonus: +15
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA

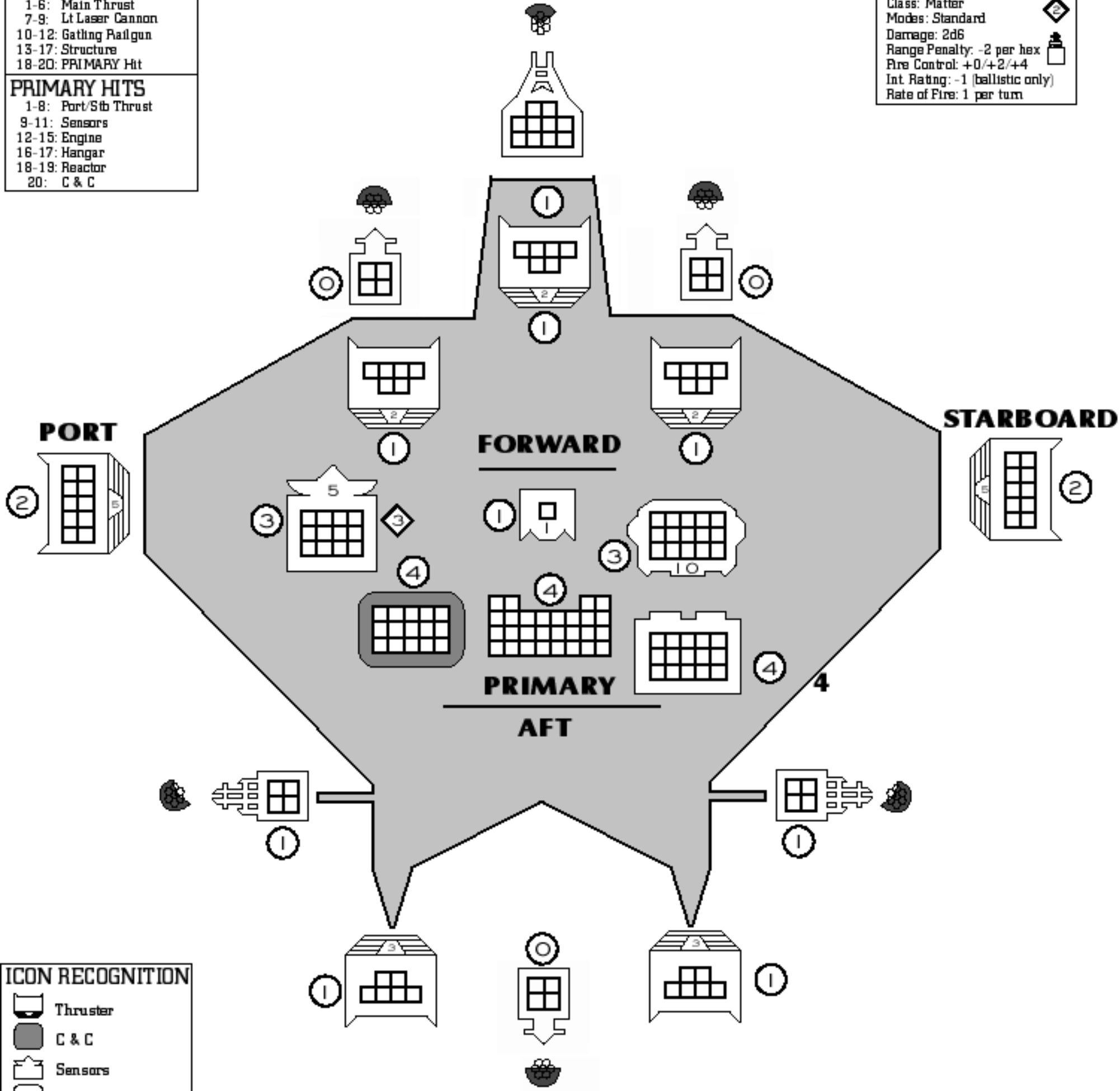
Gauss Cannon Class: Matter Modes: Standard Damage: 1d10+10 Range Penalty: -1 per hex Fire Control: +2/+1/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	
Light Laser Cannon Class: Laser Modes: Raking Damage: 2d10+7 Range Penalty: -1 per hex Fire Control: +2/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	
Gatling Railgun Class: Matter Modes: Standard Damage: 2d6 Range Penalty: -2 per hex Fire Control: +0/+2/+4 Int. Rating: -1 (ballistic only) Rate of Fire: 1 per turn	

FORWARD HITS
 1-6: Retro Thrust
 7-9: Gauss Cannon
 10-12: Lt Laser Cannon
 13-17: Structure
 18-20: PRIMARY Hit

AFT HITS
 1-6: Main Thrust
 7-9: Lt Laser Cannon
 10-12: Gatling Railgun
 13-17: 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

HANGAR
 0 Fighters
 1 Shuttle: Thrust: 3
 Armor: 0 Defense: 11/11



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Gauss Cannon
	Gatling Railgun
	Lt Laser Cannon