

Version 2: 2E/SF

Name: _____ Counter: _____

Orz Nemesis

SPECS

Class: Hvy Cmbt Vsl
In Service: NA
Point Value: ???
Ramming Factor: 130
Jump Delay: 12 Turns

MANEUVERING

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

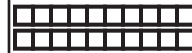
COMBAT STATS

Fwd/Aft Def: 14
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +7

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

HANGAR

10 Breaching Pods
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10



FORWARD HITS
1-5: Retro Thrust
6-10: Weapon
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-4: Main Thrust
5-6: Jump Engine
7-10: Weapon
11-13: Hangar
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-6: Primary Struct
7-11: Port/Stb Thrust
12-14: Sensors
15-17: Engine
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6



WEAPON DATA

Orz Howitzer

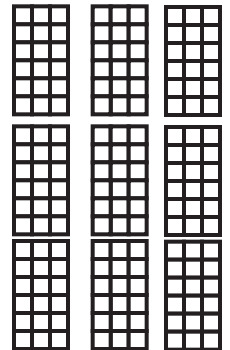
Class: Matter
Modes: Standard
Damage: 3d10
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Blast Cannon

Class: Matter
Mode: Pulse
Damage: 4 1d4 Times
Maximum Pulses: 5
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

ORZ SPACE MARINE BREACHING POD

Cost: 55 Defense: 9/9
Thrust: 8 Offense: 0
Armor: 3 Initiative: +10
No Weapons



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Sm Blast Cannon
- Howitzer

