Starships D6 / Orz Nemesis

Orz Nemesis

Craft: Orz Nemesis-class cruiser
Type: Picket cruiser
Scale: Capital
Length: 81 meters
Skill: Space transports: Orz
Crew: 6; Gunners: 3; Skeleton: 1/+10
Crew Skill: Astrogation 4D, capital ship piloting 5D, capital ship gunnery 5D
Cargo Capacity: 250 metric tons
Consumables: 5 months
Cost: 1,950,000 (new), 500,000 (used)
Hyperdrive Multiplier: x4
Nav Computer: Yes
Manuverability: 2D
Space: 6
Atmosphere: 295; 850 kmh
Hull: 3D
Sensors:
- Passive: 10/0D
- Scan: 25/1D
- Search: 40/2D
- Focus: 2/2D+2

Weapons:
Turbolaser Cannon
- Fire Arc: Front
- Crew: 1
- Skill: Capital ship gunnery
- Fire Control: 1D+2
- Space Range: 1-15/25/50
- Atmosphere Range: 2-30/50/100 km
- Damage: 4D+2

Double Turbolaser
- Fire Arc: Turret
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 1-15/25/50
- Atmosphere Range: 2-30/50/100 km
- Damage: 5D

Starfighter Complement: None

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