



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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All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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