

Orieni Paragon Strike Force Command Ship

SPECS

Class: Capital Ship
In Service: 1782
Point Value: 950
Ramming Value: 470
Jump Delay: 25 Turns

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

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

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Heavy Laser Lance

Class: Laser
Modes: R, P
Damage: 4d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Laser Lance

Class: Laser
Modes: R, P
Damage: 3d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Heavy Gauss Cannon

Class: Matter
Modes: Standard
Damage: 3d10+10
Range Penalty: -2 per 3 hexes
Fire Control: +3/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Class-S0 Missile Rack

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
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
Intercept Rating: -1 (Ballistic Only)
Rate of Fire: 1 per turn
RAPID Gatling RAILGUN
Rate of Fire: 2 per turn

SPECIAL NOTES

Limited Deployment (33%)

HANGAR

12 Light Fighters
18 Medium Fighters
6 Assault Shuttles
1 Shuttle Thrust: 3
Armor: 0 Defense: 11/11

SENSOR DATA

Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

FORWARD HITS

1-4: Retro Thrust
5-6: Missile Rack
7-9: Gauss Cannon
10-11: Gatling Railgun
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-5: Laser Lance
6-8: Gauss Cannon
9: Missile Rack
10-11: Gatling Railgun
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6: Missile Rack
7-9: Gauss Cannon
10-11: Gatling Railgun
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7: Laser Lance
8: Missile Rack
9-10: Jump Engine
11-12: Sensor
13-14: Engine
15-16: Hangar
17-18: HK Control System
19: Reactor
20: C & C

ARMOR REFIT

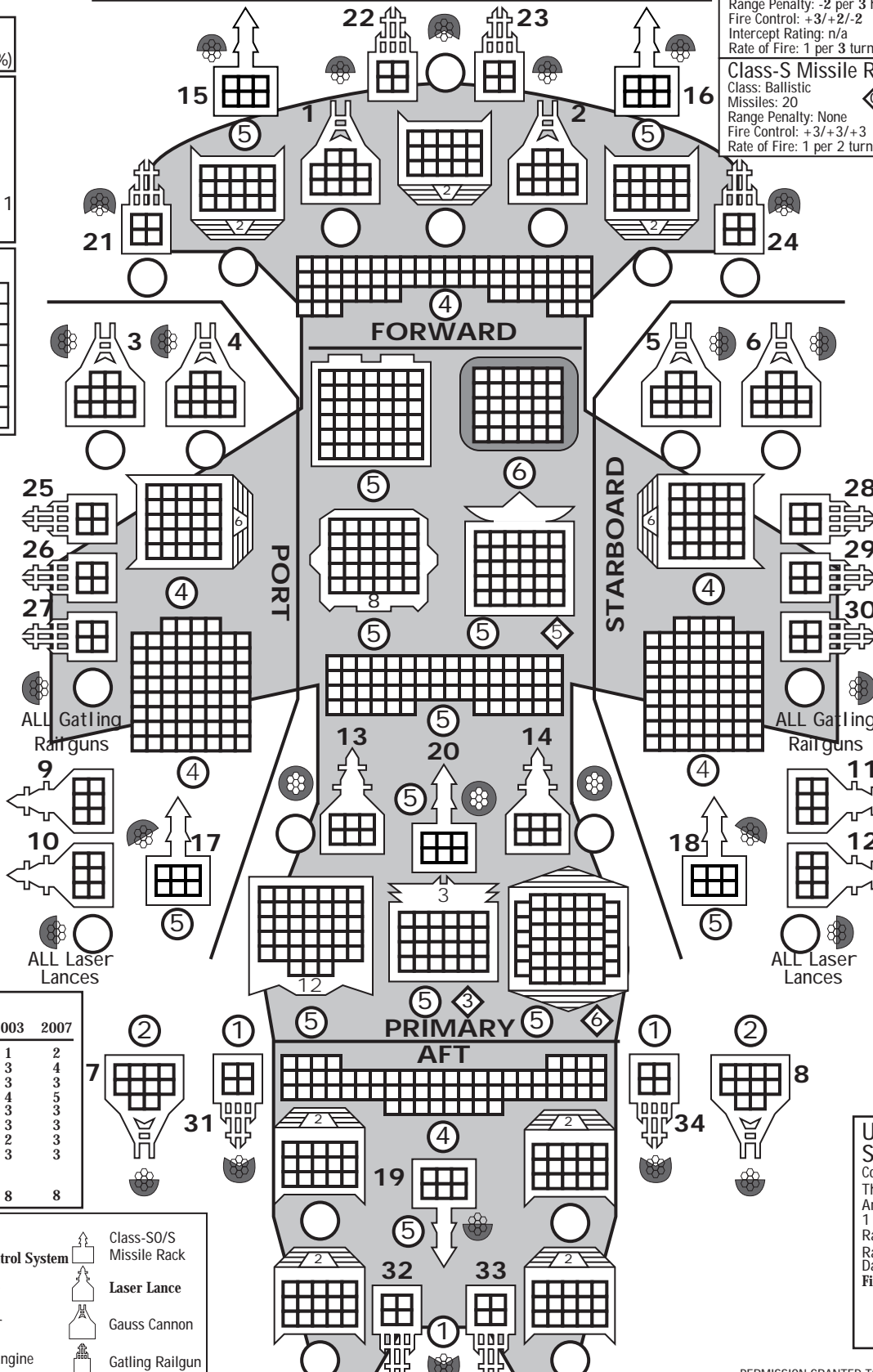
System	1782	2003	2007
F/P/S Gatling Railguns	1	1	2
Fwd Gauss Cannon	2	3	4
Port/Stb Gauss Cannons	2	3	3
Primary Laser Lances	3	4	5
Laser Lances	2	3	3
Center Retro Thrust	2	3	3
Lt/Rt Retro Thrust	2	2	3
Main Thrust	2	3	3

SENSOR REFIT

Sensor Rating	7	8	8
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ICON RECOGNITION

	Thrust		HK Control System		Class-S0/S Missile Rack
	C & C		Hangar		Laser Lance
	Sensors		Reactor		Gauss Cannon
	Engine		Jump Engine		Gatling Railgun



MISSILES

Rack #15		
Rack #16		
Rack #17		
Rack #18		
Rack #19		
Rack #20		

2003 Refit

Point Value: 1050

Heavy Laser Lance

Replace all laser lances with heavy laser lances. Armor and firing arcs remain unchanged.

Heavy Gauss Cannon

Replace all Gauss cannons with heavy Gauss cannons. Armor and firing arcs remain unchanged.

2007 Refit

(includes 2003 Refit)

Point Value: 1160

Rapid Gatling Railgun

Replace all Gatling railguns with rapid Gatling railguns. Armor and firing arcs remain unchanged.

Class-S Missile Rack

Replace all class-s racks with class-s missile racks. Armor and firing arcs remain unchanged.

UPLIFT ASSAULT SHUTTLES

Cost: 20 Defense: 9/10
Thrust: 6 Offense: +2
Armor: 1 Initiative: +9
1 Lt Gatling Gun
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6
Firing Arc:

