

Orieni Commune Battle Leader Refit

SPECS

Class: Medium Ship
In Service: 2235
Point Value: 420
Ramming Value: 55
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 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 Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +3
Initiative Bonus: +13

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

HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 0 Defense: 11/11



WEAPON DATA

Laser Spear

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

Improved Gatling Railgun

Class: Matter
Modes: Standard
Damage: 2d6+2
Range Penalty: -2 per hex
Fire Control: +3/+4/+6
Int. Rating: -1 (ballistic only)
Rate of Fire: 2 per turn

FORWARD HITS

1-5: Retro Thrust
6-8: Laser Spear
9-10: IGRG
11-12: HK Control System
13-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: IGRG
10-17: 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

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

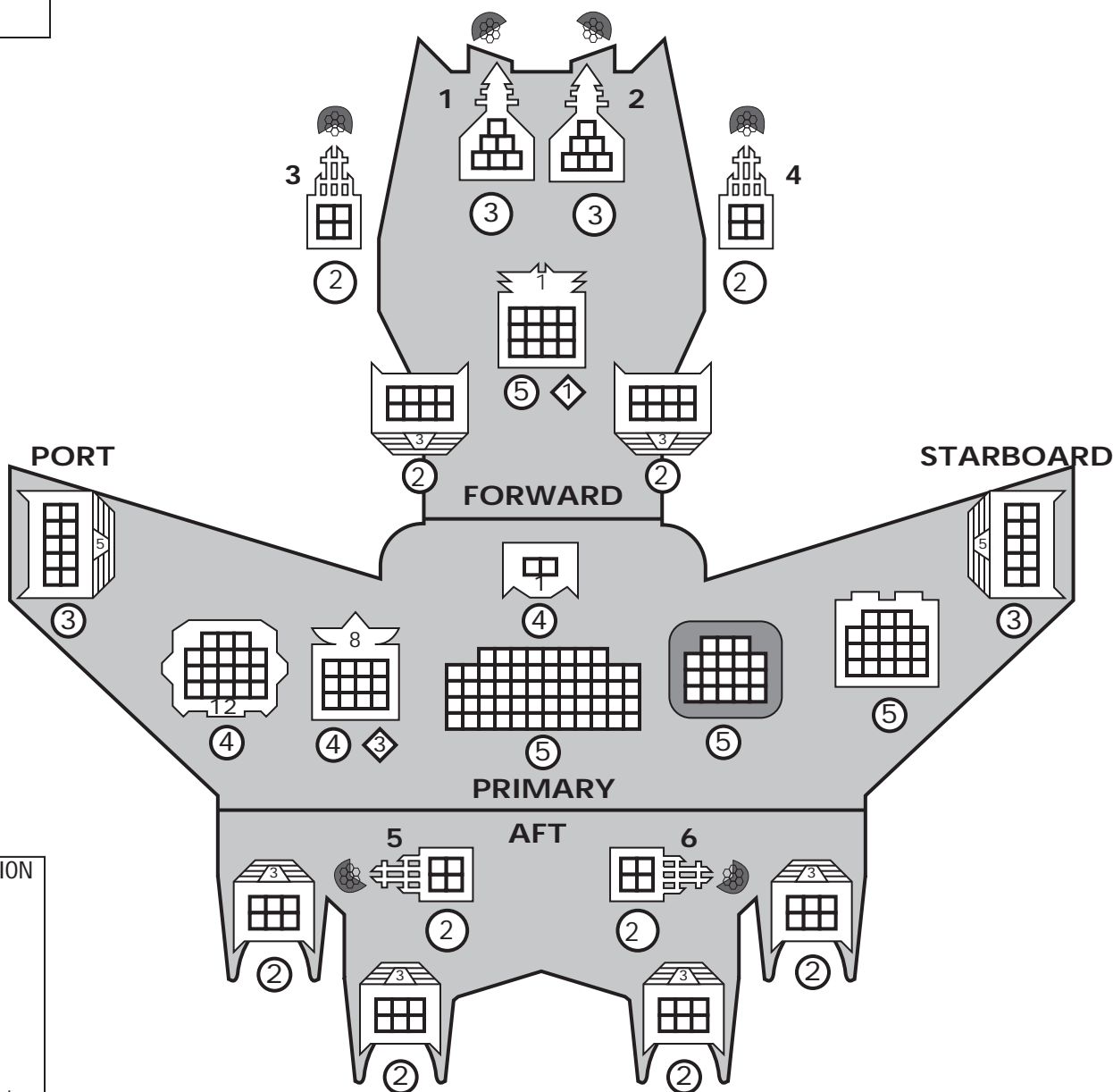
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- HK Control System
- Laser Spear
- IGRG