

Orieni Enlightenment Invader Refit

SPECS

Class: **Capital Ship**
In Service: **2237**
Point Value: **650**
Ramming Value: **290**
Jump Delay: **N/A**

MANEUVERING

Turn Cost: **4/3 x Speed**
Turn Delay: **1 x Speed**
Accel/Decel Cost: **5 Thrust**
Pivot Cost: **3+3 Thrust**
Roll Cost: **3+3 Thrust**

COMBAT STATS

Fwd/Aft Defense: **19**
Stb/Port Defense: **18**
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	1	2	3	4	5	6	7	8	9	10	11	12

ARMOR

System	2220	2247
Fwd Gatling Railguns	1	2
Port/Stb Gatling Railguns	1	2
Main Thrust	2	3

SPECIAL NOTES

May not substitute H-K's for Assault Shuttles

WEAPON DATA

War lance
Class: Laser
Modes: R, P
Damage: 5d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Class-L Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +3/+3/+3
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

PRIMARY HANGAR

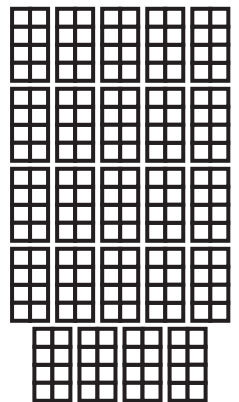
12 **Light Fighters**
3 Shuttles Thrust: 3
Armor: 0 Defense: 11/11

SIDE HANGARS

12 **Assault Shuttles**
2 **Cargo Shuttles** Each
No Weapons Thrust: 3
Armor: 0 Defense: 12/13

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:



FORWARD HITS

1-6: Retro Thrust
7-8: **War Lance**
9-11: **IGRG**
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: **Class-L Missile Rack**
7-8: **IGRG**
9-10: Port/Stb Hangar
11-12: **Cargo**
13-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: **IGRG**
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Sensors
12-13: Engine
14-15: Primary Hangar
16-17: **Cargo**
18: **Reload Rack**
19: **Reactor**
20: **C & C**

MISSILES

Rack #2

Rack #3

Rack #4

Rack #5

Reload Rack

Rack #6

Rack #7

Rack #8

Rack #9

Rack #10

Rack #11

Rack #12

Rack #13

Rack #14

Rack #15

Rack #16

Rack #17

Rack #18

Rack #19

Rack #20

Rack #21

Rack #22

Rack #23

Rack #24

Rack #25

Rack #26

Rack #27

Rack #28

Rack #29

Rack #30

Rack #31

Rack #32

Rack #33

Rack #34

Rack #35

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Reload Rack
- Class-L Missile Rack
- Laser Lance
- IGRG

