

# Orieni Prophet Command Ship

SPECS					MANEUVERING					COMBAT STATS				
Class: Capital Ship					Turn Cost: 4/3 x Speed					Fwd/Aft Defense: 19				
In Service: 2240					Turn Delay: 4/3 Speed					Stb/Port Defense: 19				
Point Value: 1500					Accel/Decel Cost: 6Thrust					Engine Efficiency: 4/1				
Ramming Factor: 470					Pivot Cost: 3+3 Thrust					Extra Power: 0				
Jump Delay: 25 Turns					Roll Cost: 4+4Thrust					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		

**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

**Heavy Gauss Rifle**  
 Class: Matter  
 Modes: Standard  
 Damage: 3d10+18  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +3/+3/--  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

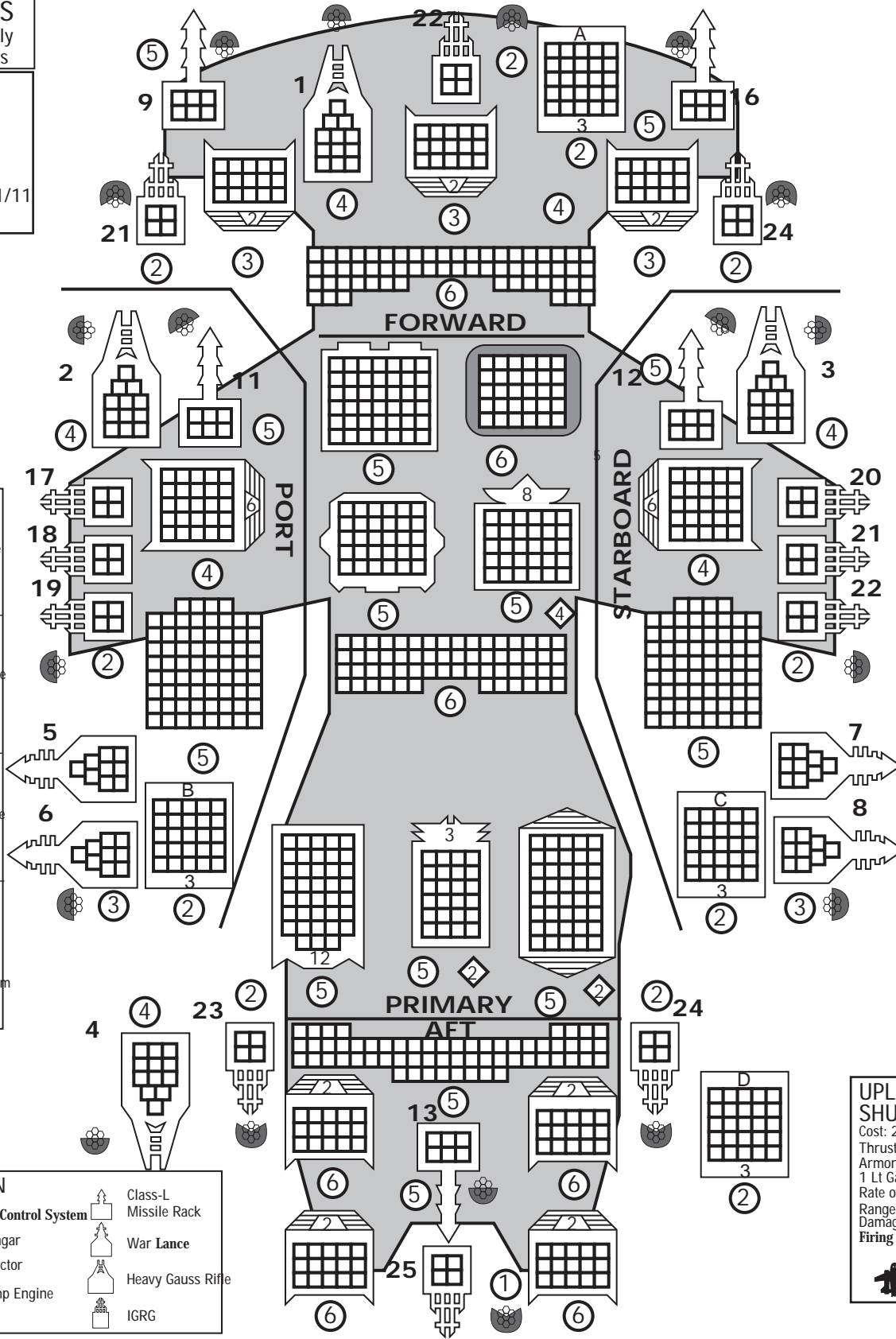
**Class-L Missile Rack**  
 Class: Ballistic  
 Missiles: 20  
 Range Penalty: None (+10)  
 Fire Control: +3/+3/+3  
 Rate of Fire: 1 per 2 turns

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

## SPECIAL NOTES

+1 initiative to friendly ships within 5 hexes


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












## MISSILES

[illegible]

## 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:** 

## ICON RECOGNITION

	Thruster		Class-L Missile Rack
	C & C		War Lance
	Sensors		Heavy Gauss Rifle
	Engine		IGRG
	Cargo		