

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Orieni Purifier Bomber

## SPECS

Class: Capital Ship  
In Service: 2245  
Point Value: 580  
Ramming Factor: 380  
Jump Delay: 20 Turns

## MANEUVERING

Turn Cost: 4/3 X Speed  
Turn Delay: 1X Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 19  
Stb/Port Defense: 18  
Engine Efficiency: 4/1  
Extra Power: -2  
Initiative Bonus:

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

## HANGAR

54 Fighters  
2 Shuttles: Thrust: 6  
Armor: 1 Defense: 9/10

## WEAPON DATA

### Mass Driver

Class: Matter  
Modes: Standard  
Damage: 8d10+60  
Range Penalty: -1 per 6 hexes  
Fire Control: +2/-/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
*Special: Targets immobile enormous units, bases, or planets only; launching ship must be speed zero*

### Class-L Missile Rack

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

### Bomb Rack

Class: Ballistic  
Bombs/Missiles: 8  
Range Penalty: None  
Fire Control: +3/+2/+1  
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

1-6: Retro Thrust  
7-8: L-rack  
9-11: IGRG  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: IGRG  
8: Bomb Rack  
9-11: Mass Driver  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

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

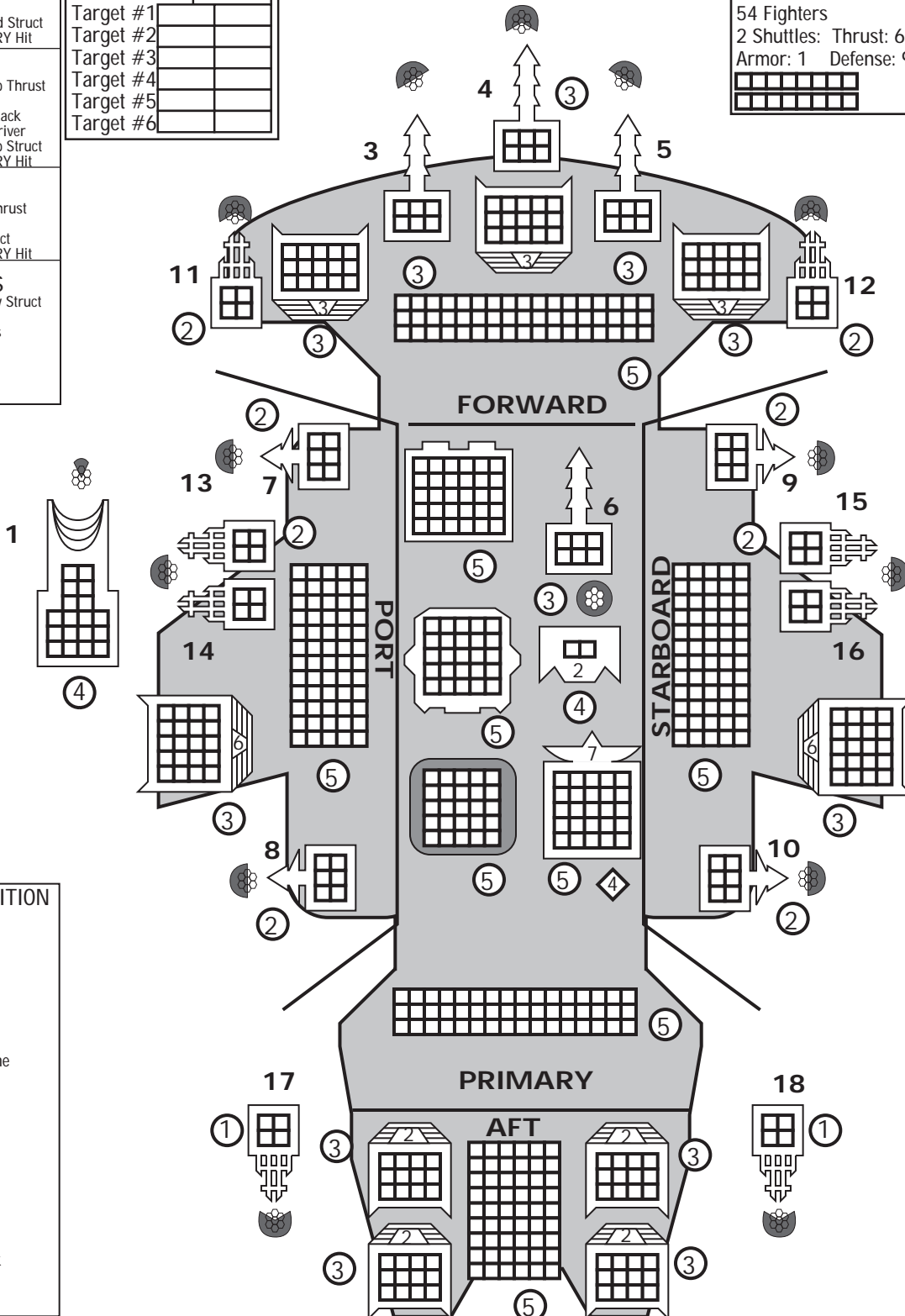
## PRIMARY HITS

1-9: Primary Struct  
9-10: L-rack  
11-13: Sensors  
14-15: Engine  
15-18: Hangar  
19: Reactor  
20: C & C

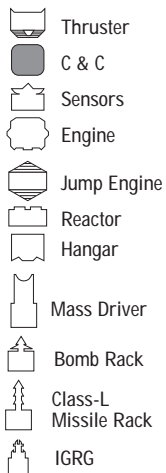
## SENSOR DATA

### Defensive EW

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



## ICON RECOGNITION



## BOMBS

Rack #7		
Rack #8		
Rack #9		
Rack #10		

## MISSILES

Rack #3		
Rack #4		
Rack #5		
Rack #6		