

Orieni Prophet Command Ship

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 4/3 Speed	Fwd/Aft Defense: 19
In Service: 1780	Turn Delay: 4/3 Speed	Stb/Port Defense: 19
Point Value: 725	Accel/Decel Cost: 6 Thrust	Engine Efficiency: 4/1
Ramming Value: 440	Pivot Cost: 3+3 Thrust	Extra Power: +0
Jump Delay: 25 Turns	Roll Cost: 4+4 Thrust	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 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 1-3: Retro Thrust 4-5: Missile Rack 6-7: Gauss Cannon 8-9: Gatling Railgun 10-12: Cargo 13-18: Forward Structure 19-20: PRIMARY Hit

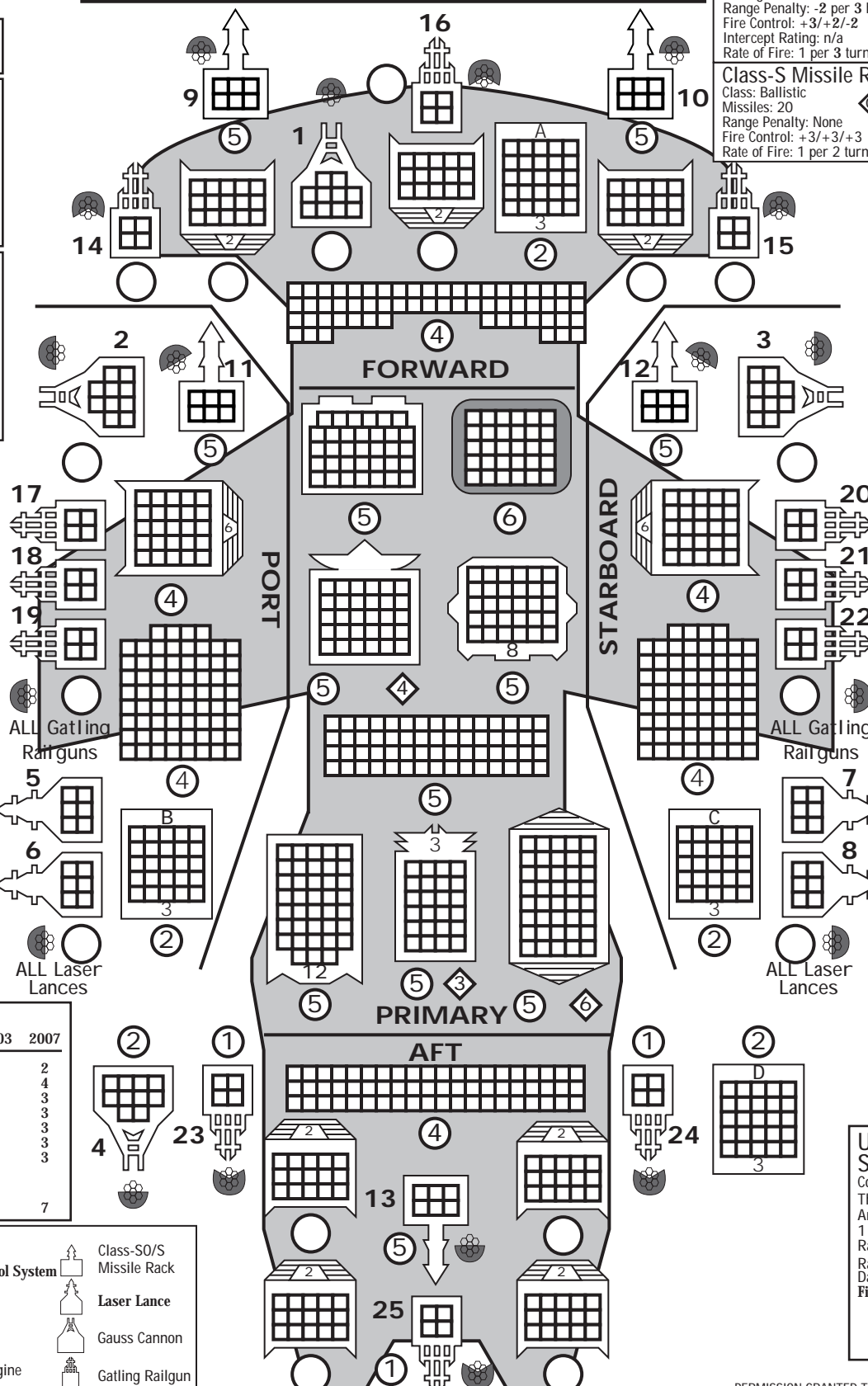
SIDE HITS 1-3: Port/Stb Thrust 4-5: Laser Lance 6-7: Gauss Cannon 8: Missile Rack 9-10: Gatling Railgun 11-12: Cargo 13-18: Port/Stb Structure 19-20: PRIMARY Hit

AFT HITS 1-5: Main Thrust 6: Missile Rack 7-8: Gauss Cannon 9-10: Gatling Railgun 11-12: Cargo 13-18: Aft Structure 19-20: PRIMARY Hit

PRIMARY HITS 1-7: Primary Struct 8-9: Jump Engine 10-11: Sensors 12-13: Engine 14-16: Hangar 17-18: HK Control System 19: Reactor 20: C & C

ARMOR REFIT		1780	2003	2007
F/P/S Gatling Railguns	1	1	2	
Fwd Gauss Cannon	2	3	4	
Port/Stb Gauss Cannons	2	3	3	
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		6	7	7
Sensor Rating				

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



MISSILES	
Rack #9	
Rack #10	
Rack #11	
Rack #12	
Rack #13	

2003 Refit

Point Value: 790	
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: 880	
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:	