

Orieni Penitent Station

SPECS

Class: Enormous Base
In Service: 1782
Point Value: 2000
Ramming Value: 710
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

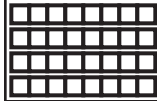
Fwd/Aft Defense: 22
Stb/Port Defense: 22
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

SENSOR REFIT

System	1782	2003	2007
Sensor Rating	7	7	8

PRIMARY HANGARS

12 Lt. Fighters Each
2 Shuttles Each: Thrust:3
Armor: 0 Defense: 10/11



SECTION HANGARS

0 Fighters
6 Hunter-Killers Each

SENSOR DATA

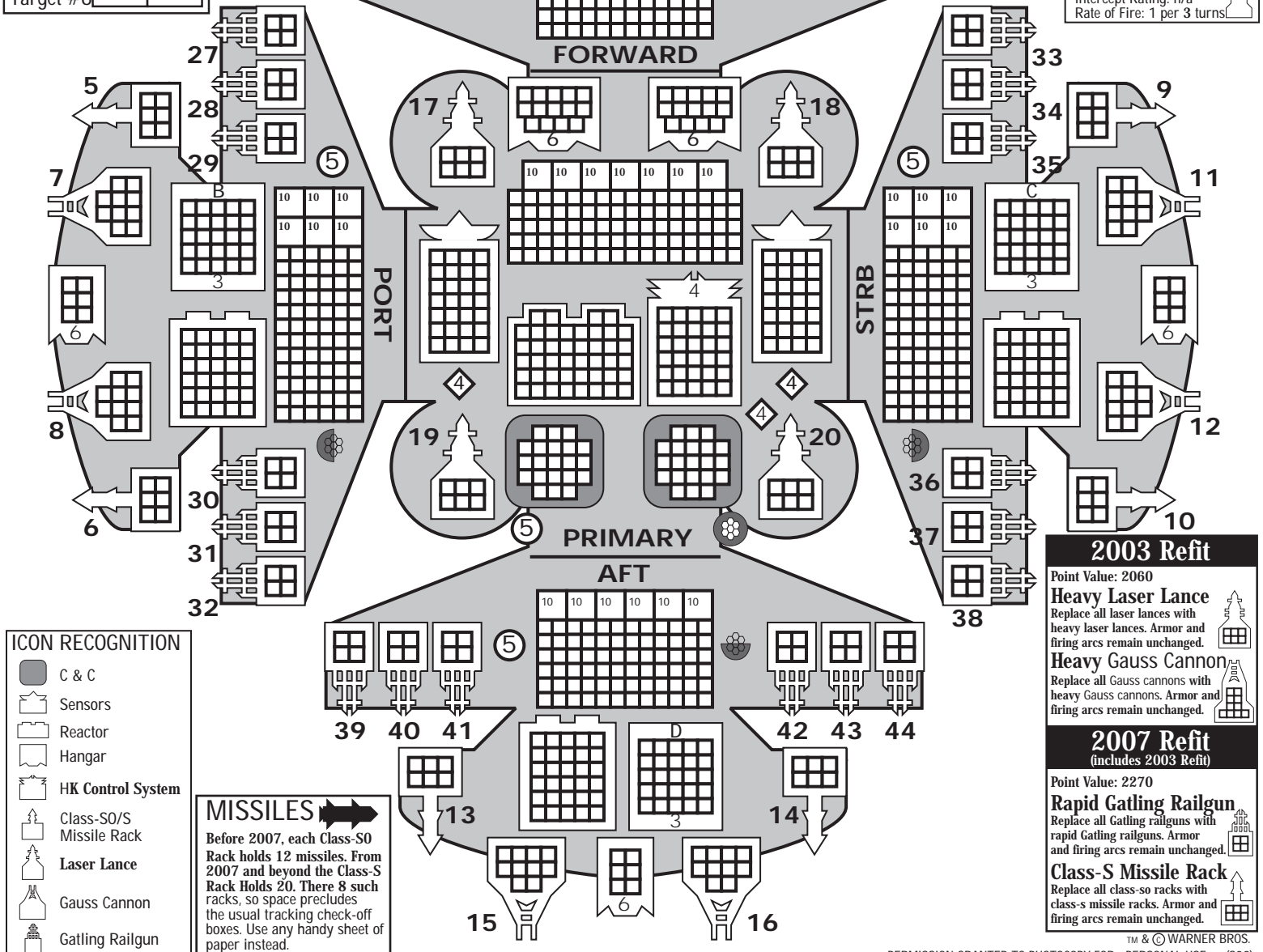
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SECTION HITS

1-2: Missile Rack
3-4: Gauss Cannon
5-7: Gatling Railgun
8-9: Cargo
10: Reactor
11: Hangar
12-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Laser Lance
12-13: HK Control System
14-16: Sensor
17: Primary Hangar
18: Primary Reactor
19-20: C & C



WEAPON DATA

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

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

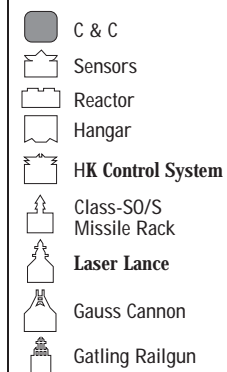
Laser Lance

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

ICON RECOGNITION



MISSILES

Before 2007, each Class-S0 Rack holds 12 missiles. From 2007 and beyond the Class-S Rack Holds 20. There 8 such racks, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.

2003 Refit

Point Value: 2060

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: 2270

Rapid Gatling Railgun

Replace all Gatling railguns with rapid Gatling railguns. Armor and firing arcs remain unchanged.

Class-S Missile Rack

Replace all class-s0 racks with class-s missile racks. Armor and firing arcs remain unchanged.