

Orieni Commune Battle Leader

SPECS

Class: Medium Ship
In Service: 1983
Point Value: **400**
Ramming **Value: 55**
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +3
Initiative Bonus: +13

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 0 Defense: 11/11



ARMOR REFT

System	1983	2007
Laser Lance	2	3
Gatling Railguns	1	2

WEAPON DATA

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

Gatling Railgun

Class: Mäster
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

FORWARD HITS

1-5: Retro Thrust
6-8: **Laser Lance**
9-10: Gatling Railgun
11-12: **HK Control System**
13-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: **Gatling Railgun**
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

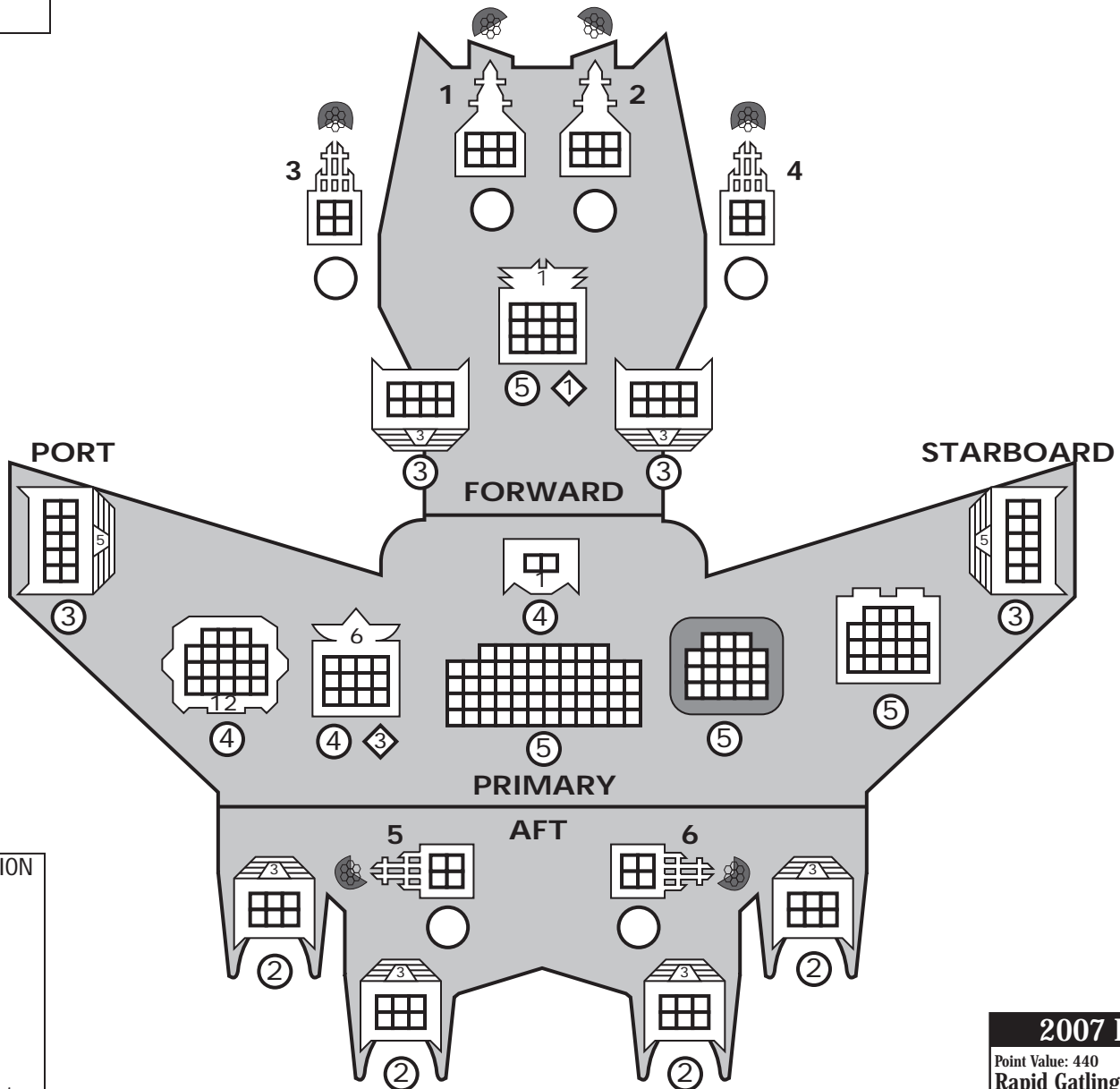
1-8: Port/Stb Thrust
9-11: Sensors
12-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- HK Control System
- Laser Lance
- Gatling Railgun

2007 Refit

Point Value: 440
Rapid Gatling Railgun
Replace all Gatling railguns with rapid Gatling railguns. Armor and firing arcs remain unchanged.