

Name: _____ Counter: _____



Orieni Overseer H-K Conveyor

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 17
In Service: 2250	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 590	Accel/Decel Cost: 4Thrust	Engine Efficiency: 4/1
Ramming Factor: 260	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 2v Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed 1 2 3 4 5 6 7 8 9 10 11 12		
Turn Cost 1 2 3 4 5 6 7 8 9 10 11 12		
Turn Delay 1 2 3 4 5 6 7 8 9 10 11 12		

WEAPON DATA
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

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

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

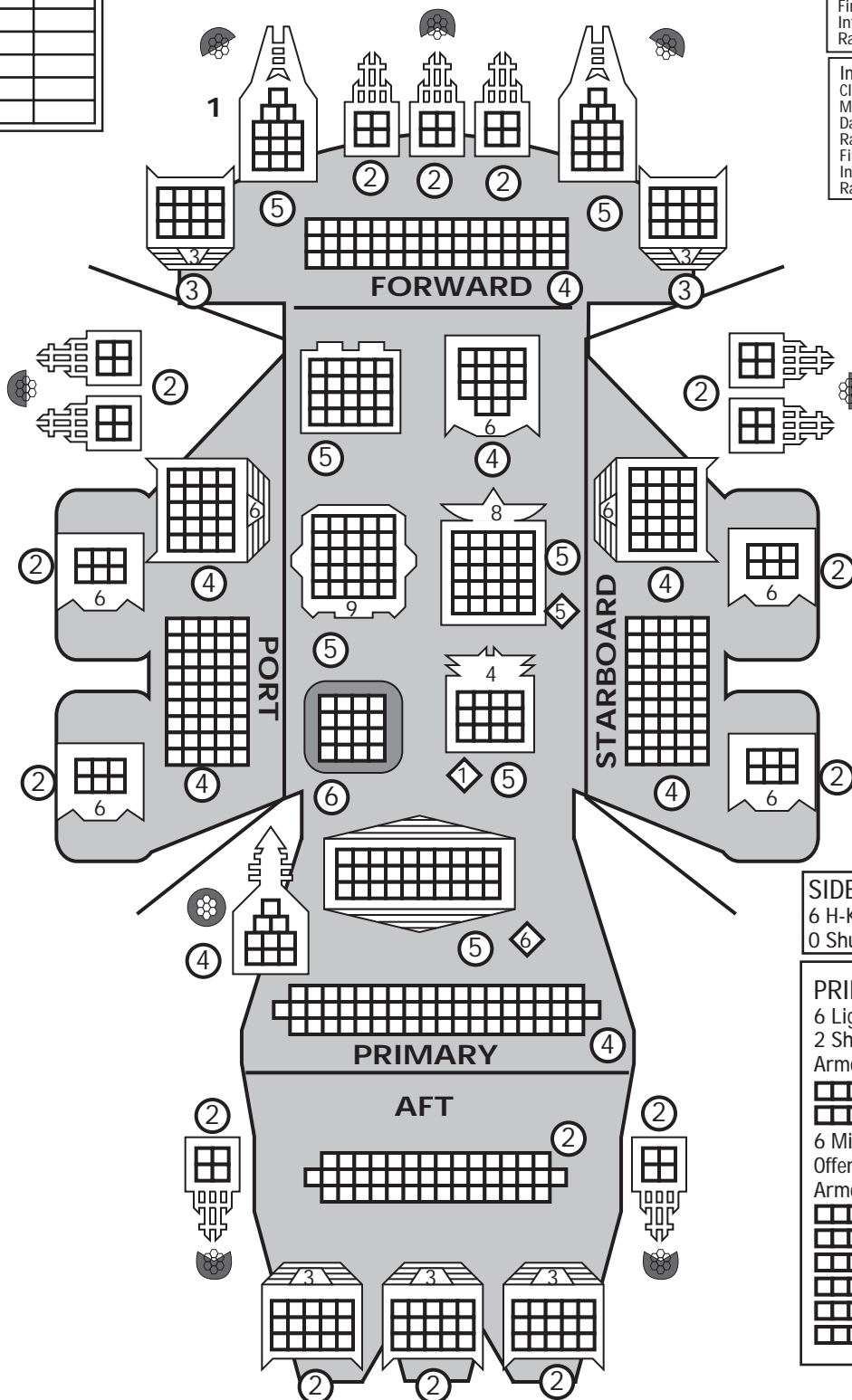
FORWARD HITS
1-4: Retro Thrust
5-8: Heavy Gauss Rifle
9-11: IGRG
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-6: IGRG
7-11: Hangar
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: IGRG
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-7: primary structure
8: War Lance
9-10: Jump Engine
11-12: sensor
13-14: Engine
15: HK control system
16-17: Hangar
18-19: Reactor
20: C & C

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



SIDE HANGARS
6 H-K Each
0 Shuttles

PRIMARY HANGAR
6 Light Fighters
2 Shuttles
Armor: 0 Defense: 1 1/11
6 Minesweeping Shuttles
Offense: +4 Thrust: 3
Armor: 1 Defense: 9/9

CON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
HK Control System
War Lance
IGRG