

Name: _____ Counter: _____

Orieni Paragon Flame of Purity

SPECS

Class: Capital Ship
In Service: 1782
Point Value: 2000
Ramming Factor: 470
Jump Delay: 25 Turns

MANEUVERING

Turn Cost: 4/3 x Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 6Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 4+4Thrust

COMBAT STATS

Fwd/Aft Defense: 19
Stb/Port Defense: 19
Engine Efficiency: 4/1
Extra Power: 0
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

SPECIAL NOTES

Unique Ship:(2268)

+1 init to friendly 10 Hex

Unreliable Ship:

Vulnerable to Criticals

Sluggish

HANGAR

12 Light Fighters

18 Medium Fighters

6 Assault Shuttles

1 Shuttle Thrust: 3

Armor: 0 Defense:11/11



FORWARD

1-4: Retro Thrust
5-6: Missile Rack
7-9: Heavy Gauss Rifle
10-11: Flak Array
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-5: Laser Spear
6-8: heavy Gauss Rifle
9: Missile Rack
10-11: Flak Array
12-18: Port/Stb Structure
19-20: PRIMARY Hit

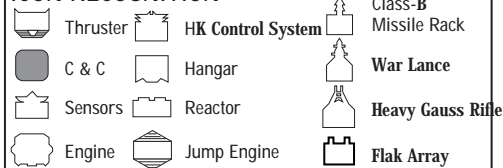
AFT HITS

1-5: Main Thrust
6: Missile Rack
7-9: Heavy Gauss Rifle
10-11: Flak Array
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7: Laser Spear
8: Missile Rack
9-10: Jump Engine
11-12: Sensor
13-14: Engine
15-16: Hangar
17-18: HK Control System
19: Reactor
20: C & C

ICON RECOGNITION



Laser Spear

Class: Laser
Modes: R, P
Damage: 2d10+10
Range Penalty: -2 per 3 hexes
Fire Control: +4/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Heavy Gauss Rifle

Class: Matter
Modes: Standard
Damage: 3d10+18
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Flak array

Intercept Rating: -3
Rate of Fire: 2 per turn
OFFENSIVE MODE:
Class: Matter/Flash
Modes: Flash
Damage: 1d10+6
Range Penalty: -2 per hex
Fire Control: +3/+4/+5

Class-R Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn
Special: Suffers magazine criticals on a 19 or 20.

MISSILES

Rack #15	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
Rack #16	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
Rack #17	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
Rack #18	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
Rack #19	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
Rack #20	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>

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:

