

Enlightenment Variant (Uncommon)

Version 1: 2E/V6

Name: _____

Counter: _____



Orieni Pariah Light Command Ship

SPECS

Class: Capital Ship
In Service: 2008
Point Value: 790
Ramming Value: 290
Jump Delay: N/A

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 19
Stb/Port Defense: 18
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	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Hvy 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

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

Rapid 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: 2 per turn

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-6: Retro Thrust
7-8: Hvy Laser Lance
9-11: Rapid Gatling Railgun
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Class-S Missile Rack
7-8: Hvy Gauss Cannon
9-10: Rapid Gatling Railgun
11-12: Port/Stb Hangar
13-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Rapid Gatling Railgun
11-18: Aft Structure
19-20: PRIMARY Hit

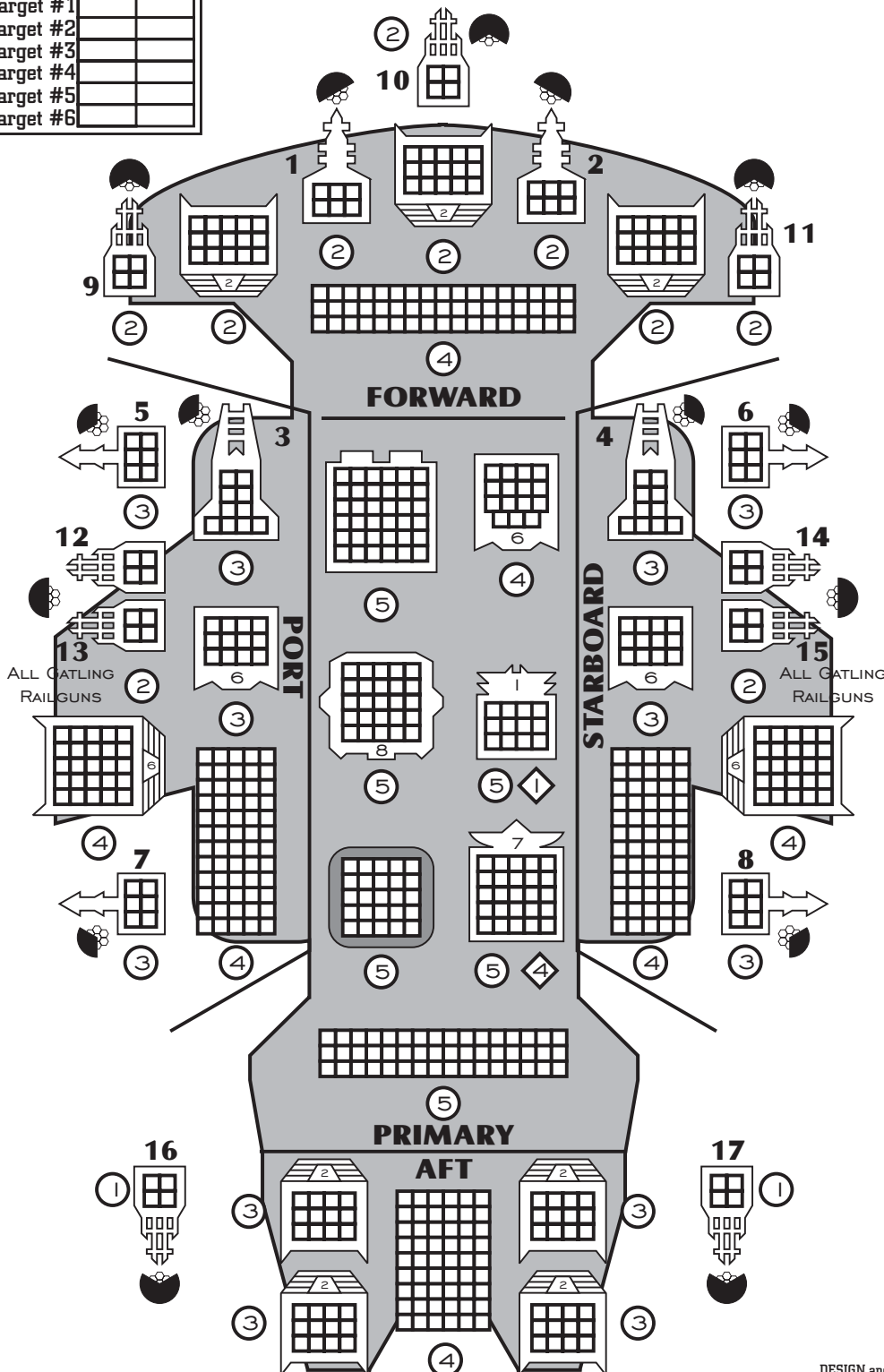
PRIMARY HITS

1-9: Primary Structure
10-11: Sensors
12-13: Engine
14-16: Primary Hangar
17-18: HK-Controller
19: Reactor
20: C & C

SENSOR DATA

Defensive EW

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



MISSILES

Rack #5		
Rack #6		
Rack #7		
Rack #8		

ICON RECOGNITION

	Thrust
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	HK Control System
	Class-S Missile Rack
	Hvy Gauss Cannon
	Hvy Laser Lance
	Rapid Gatling Railgun

PRIMARY HANGAR

12 Medium Fighters
3 Shuttles Thrust: 3
Armor: 0 Defense: 11/11

SIDE HANGARS

12 Lt Fighter Each
0 Shuttles Each