

Orieni Benevolent Heavy Scout

SPECS

Class: **Capital Ship**
In Service: **1791**
Point Value: **600**
Ramming Value: **260**
Jump Delay: **25 Turns**

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: **16**
Stb/Port Defense: **16**
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	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

SPECIAL NOTES

Limited Deployment (33%)
ELINT Ship

FORWARD HITS

1-4: Retro Thrust
5-8: **Laser Lance**
9-12: **Gatling Railgun**
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-9: **Gatling Railgun**
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: **Gatling Railgun**
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: **Jump Engine**
10-12: Sensors
13-14: Engine
15-16: Hangar
17: **Missile Rack**
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

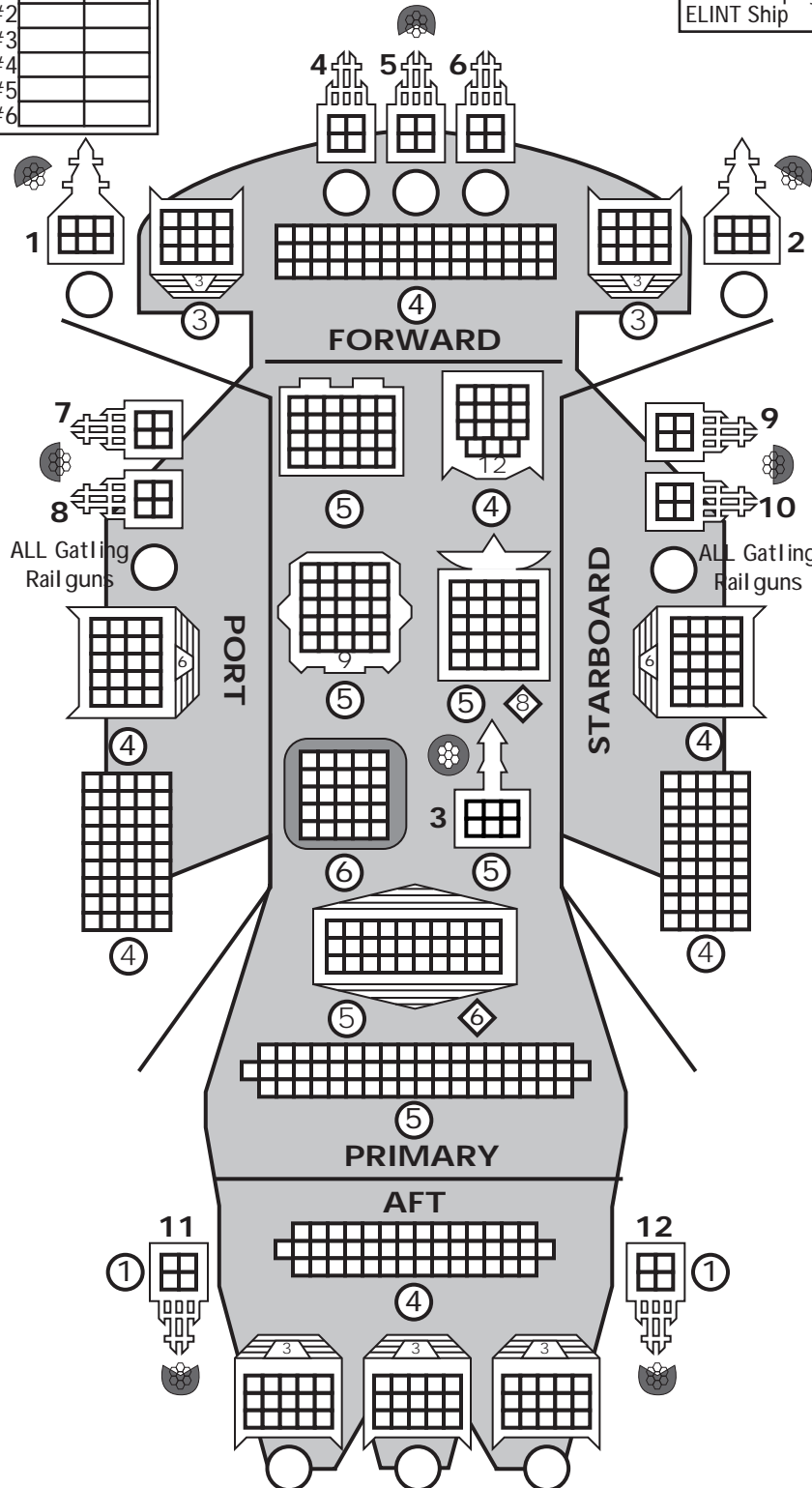
Target #4

Target #5

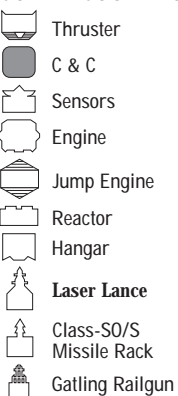
Target #6

MISSILES

Rack #1



ICON RECOGNITION



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

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

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

Class-S0 Missile Rack

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

Class-S Missile Rack

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

HANGAR

6 Light Fighters
6 Medium Fighters
3 Shuttles Thrust: 3
Armor: 0 Defense: 11/11

2007 Refit

Point Value: 660

Class-S Missile Rack

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

Heavy Laser Lance

Replace all laser lances with heavy laser lances. Armor and firing arcs remain unchanged.

Rapid Gatling Railgun

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

ARMOR REFIT

System 1791 2007

Laser Lances	2	3
Fwd Gatling Railguns	1	2
Port/Stb Gatling Railguns	1	2
Main Thrust	2	3

SENSOR REFIT

Sensor Rating	8	9
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