

# Orieni Enlightenment Invader

## SPECS

Class: **Capital Ship**  
In Service: **1712**  
Point Value: **600**  
Ramming Value: **290**  
Jump Delay: **N/A**

## MANEUVERING

Turn Cost: **4/3 x 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

## ARMOR REFIT

System	1712	2007
Fwd Gatling Railguns	1	2
Port/Stb Gatling Railguns	1	2
Main Thrust	2	3

## SPECIAL NOTES

May not substitute H-K's for Assault Shuttles

## 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**

### Class-S0 Missile Rack

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

## PRIMARY HANGAR

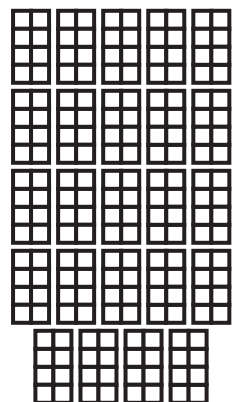
12 **Light Fighters**  
3 Shuttles Thrust: **3**  
Armor: **0** Defense: **11/11**

## SIDE HANGARS

12 **Assault Shuttles**  
2 **Cargo Shuttles** Each  
No Weapons Thrust: **3**  
Armor: **0** Defense: **12/13**

## 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:



## 2007 Refit

Point Value: **650**  
**Rapid Gatling Railgun**  
Replace all Gatling railguns with rapid Gatling railguns. Armor and firing arcs remain unchanged.

## FORWARD HITS

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

## SIDE HITS

1-4: **Port/Stb Thrust**  
5-6: **Missile Rack**  
7-8: **Gatling Railgun**  
9-10: **Port/Stb Hangar**  
11-12: **Cargo**  
13-18: **Port/Stb Structure**  
19-20: **PRIMARY Hit**

## AFT HITS

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

## PRIMARY HITS

1-9: **Primary Structure**  
10-11: **Sensors**  
12-13: **Engine**  
14-15: **Primary Hangar**  
16-17: **Cargo**  
18: **Reload Rack**  
19: **Reactor**  
20: **C & C**

## MISSILES

Rack #3

Rack #4

Rack #5

Rack #6

Reload Rack

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Reload Rack
- Class-S0 Missile Rack
- Laser Lance
- Gatling Railgun

