



2ND EDITION

Orieni Varlak Commandship

SPECS	MANEUVERING	COMBAT STATS
Class: FlagShip	Turn Cost: 1x Speed	Fwd/Aft Defense: 16
In Service: 1950	Turn Delay: 1x Speed	Stb/Port Defense: 17
Point Value: 1200	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 300	Pivot Cost: 3 Thrust	Extra Power: 0
Jump Delay: 30 Turns	Roll Cost: 2 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	

ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Gauss Cannon
	Gatling Railgun
	Heavy Gauss Cannon

HANGAR

0 Fighters
 1 Shuttle: Thrust: 3
 Armor: 0 Defense: 11/11
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FORWARD HITS

1-6: Retro Thrust
 7-9: Gauss Cannon
 10-12: Gatling Railgun
 13-15: Heavy Gauss Cannon
 16-17: Structure
 18-20: C&C

AFT HITS

1-6: Main Thrust
 7-9: Aux. Thrust
 10-12: Gatling Railgun
 13-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
 9-11: Sensors
 12-15: Engine
 16-17: Hangar
 18-19: Reactor
 20: Jump Engine

SENSOR DATA

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

WEAPON DATA

Gauss Cannon
 Class: Matter
 Modes: Standard
 Damage: 1d10+10
 Range Penalty: -1 per hex
 Fire Control: +2/+1/-3
 Intercept Rating: n/a
 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
 Int. Rating: -1 (ballistic only)
 Rate of Fire: 1 per turn

Heavy Gauss Cannon
 Class: Matter
 Modes: Standard
 Damage: 3d10+5
 Range Penalty: -1 per hex
 Fire Control: +4/+1/-5
 Intercept Rating: N/A
 ROF: 1 per 3 Turns

