



# Ship Datacard

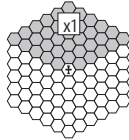
## Vengeful Laser Frigate (2003 refit)

SHIP NAME: \_\_\_\_\_

ID: \_\_\_\_\_  
SQUADRON: \_\_\_\_\_

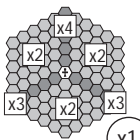
Class: Laser  
Range: 4/8/12/16  
Fire Control: d10/d10/-  
Damage: 3d10  
Max Shots/Turn: 1

Laser Lance



Class: Matter  
Range: 1/2/3/4  
Fire Control: d8/d10/d12  
Damage: 1 (-2)  
Max Shots/Turn: 3

Gatling Railgun



CMD RATING: 4  
CMD COST: 2  
DEF RATING: 15  
ARMOR: 3  
SENSOR: 9  
AVAIL: Common

RACE: Orieni Imperium  
CLASS: Vengeful Frigate  
CATEGORY: Medium  
YEAR IN SERVICE: 2003  
Jump Drive: No  
POINT VALUE: 200

NOTES:

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
Laser Lance																														
Gatling Railgun																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														

Version 1.0



# Ship Datacard

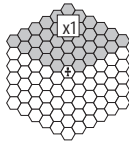
## Vengeful Laser Frigate (2007 refit)

SHIP NAME: \_\_\_\_\_

ID: \_\_\_\_\_  
SQUADRON: \_\_\_\_\_

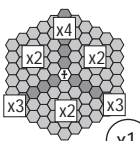
Class: Laser  
Range: 4/8/12/16  
Fire Control: d10/d10/-  
Damage: 3d10  
Max Shots/Turn: 1

Laser Lance



Class: Matter  
Range: 1/2/3/4  
Fire Control: d8/d10/d12  
Damage: 1 (-2)  
Max Shots/Turn: 3x2

Rapid Gatling Railgun



CMD RATING: 4  
CMD COST: 2  
DEF RATING: 15  
ARMOR: 3  
SENSOR: 9  
AVAIL: Common

RACE: Orieni Imperium  
CLASS: Vengeful Frigate  
CATEGORY: Medium  
YEAR IN SERVICE: 2007  
Jump Drive: No  
POINT VALUE: 210

NOTES:

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
Laser Lance																														
Rapid Gatling RG																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														

Version 1.0