Vigilant Support Ship

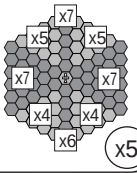
FLEET ACTION

Ship Datacard

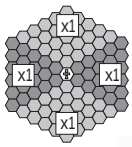
ID:

SHIP NAME: SQUADRON:

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



Class-SO Missile Rack
Class: Ballistic
Range: 12
Fire Control: d8/d8/d8
Damage: by missile
Max Shots/Turn: 2



CMD RATING: 6
CMD COST: 3
DEF RATING: 14
ARMOR: 5/4/4
SENSOR: 9
AVAIL: Rare

RACE: Orieni Imperium
CLASS: Vigilant Combat Support Ship
CATEGORY: Capital
YEAR IN SERVICE: 1704
Jump Drive: Yes
POINT VALUE: 220

NOTES:
H-K Control
Level 1

Loadout 1 (1704-1998)(295 Points):
1 Flight Templar
1 Flight Shining Light

Loadout 2 (1998-2006)(300 Points):
1 Flight Templar
1 Flight Shining Star

Even die roll Structure hits are marked as Cargo hits instead of Structure.

Version 1.0

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																														
Gatling Railgun																														
SO-Missile																														
Cargo																														

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																														

Vigilant Support Ship (2007 refit)

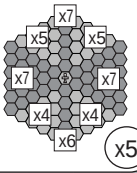
FLEET ACTION

Ship Datacard

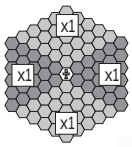
ID:

SHIP NAME: SQUADRON:

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



Class-S Missile Rack
Class: Ballistic
Range: 12
Fire Control: d8/d8/d8
Damage: by missile
Max Shots/Turn: 2



CMD RATING: 6
CMD COST: 3
DEF RATING: 14
ARMOR: 5/4/4
SENSOR: 9
AVAIL: Rare

RACE: Orieni Imperium
CLASS: Vigilant Combat Support Ship
CATEGORY: Capital
YEAR IN SERVICE: 2007
Jump Drive: Yes
POINT VALUE: 245

NOTES:
H-K Control
Level 1

Loadout 2 (2007+)(325 Points):
1 Flight Templar
1 Flight Shining Star

Even die roll Structure hits are marked as Cargo hits instead of Structure.

Version 1.0

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																														
Rapid Gatling RG																														
S-Missile																														
Cargo																														

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																														