

# Orieni Vigilant Combat Support Ship

## SPECS

Class: **Capital Ship**  
In Service: **1704**  
Point Value: **575**  
Ramming Value: **260**  
Jump Delay: **25 Turns**

## MANEUVERING

Turn Cost: **1 x Speed**  
Turn Delay: **1 x Speed**  
Accel/Decel Cost: **4 Thrust**  
Pivot Cost: **3+3 Thrust**  
Roll Cost: **3+3 Thrust**

## COMBAT STATS

Fwd/Aft Defense: **17**  
Stb/Port Defense: **16**  
Engine Efficiency: **4/1**  
Extra Power: **+4**  
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

Restricted Deployment (10%)

Minesweeping Bonus: **+4**

May replace minesweeping shuttles with a flight of H-K's for 30

Combat Points (plus cost of HK's)

Carries 4 Cargo Pods (2 per side)

## WEAPON DATA

### 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

## FORWARD HITS

1-4: Retro Thrust  
5-8: Missile Rack  
9-11: Gatling Railgun  
12-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Gatling Railgun  
7-11: Cargo  
12-18: 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: HK Control System  
9-10: Jump Engine  
11-12: Sensor  
13-14: Engine  
15: Reload Rack  
16-17: Hangar  
18: HK Control System  
19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## MISSILES

Rack #1



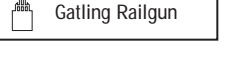
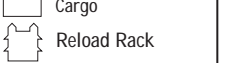
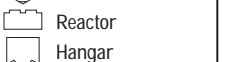
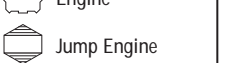
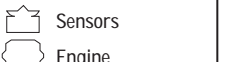
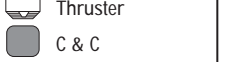
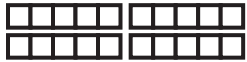
Rack #2



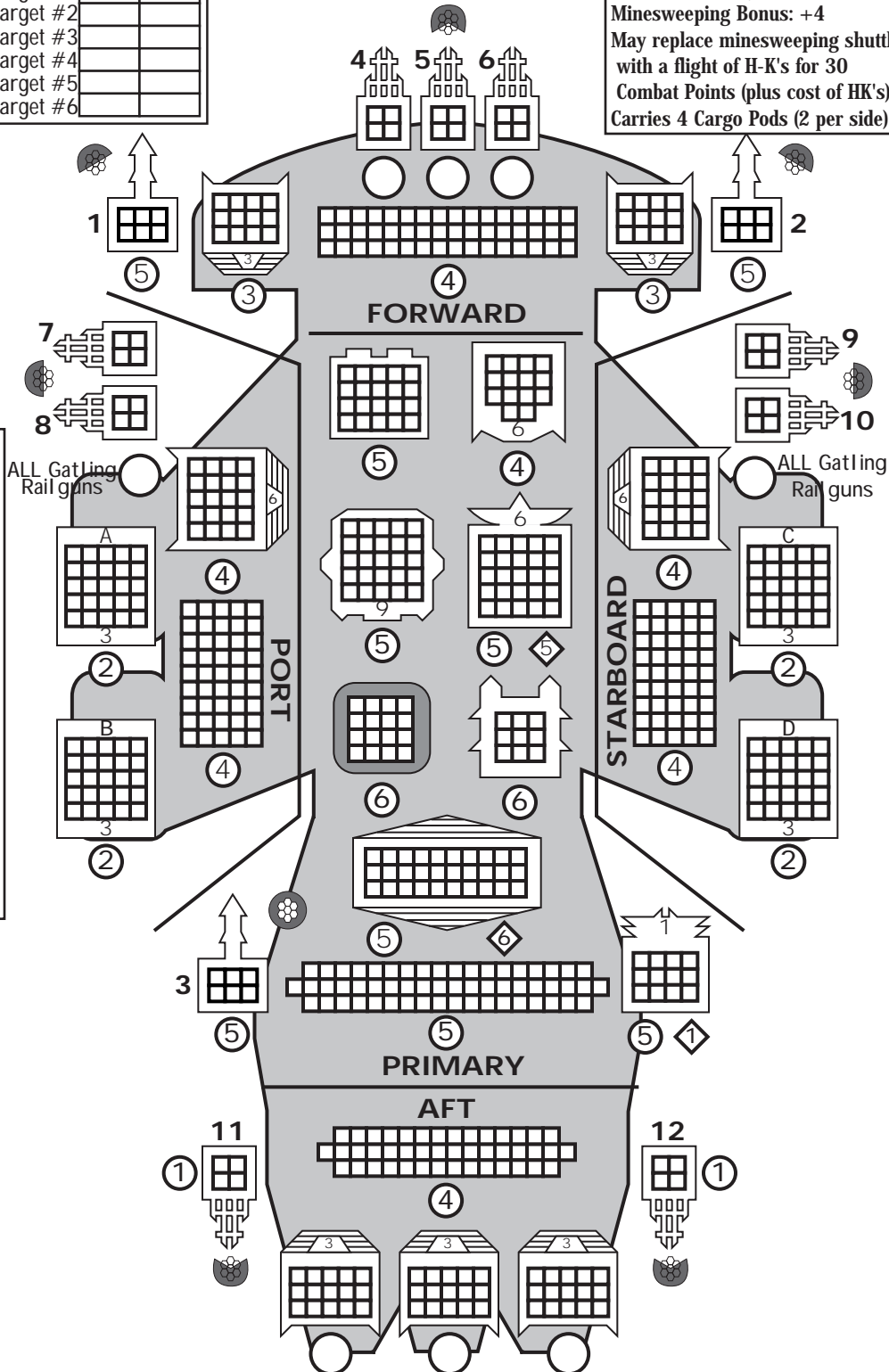
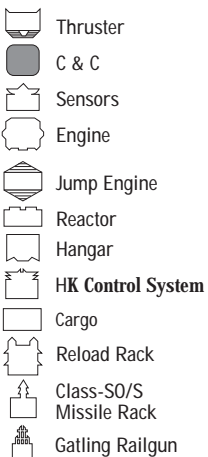
Rack #3



Reload Rack



## ICON RECOGNITION

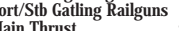
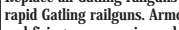
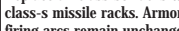
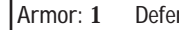
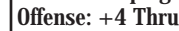


## PRIMARY HANGAR

6 Light Fighters

2 Shuttles Thrust: 3

Armor: 0 Defense: 11/11



## 2007 Refit

Point Value: 640

### Class-S Missile Rack

Replace all class-s0 racks with class-s missile racks. 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 1704 2007

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