



# Orieni Obedient Patrol Frigate




SPECS		MANEUVERING						COMBAT STATS					
Class: Medium Ship		Turn Cost: 1/2 Speed						Fwd/Aft Defense: 11					
In Service: 1780		Turn Delay: 1/2 Speed						Stb/Port Defense: 11					
Point Value: 270		Accel/Decel Cost: 2 Thrust						Engine Efficiency: 2/1					
Ramming Value: 40		Pivot Cost: 2 Thrust						Extra Power: +0					
Jump Delay: N/A		Roll Cost: 1 Thrust						Initiative Bonus: +12					
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6	
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6	

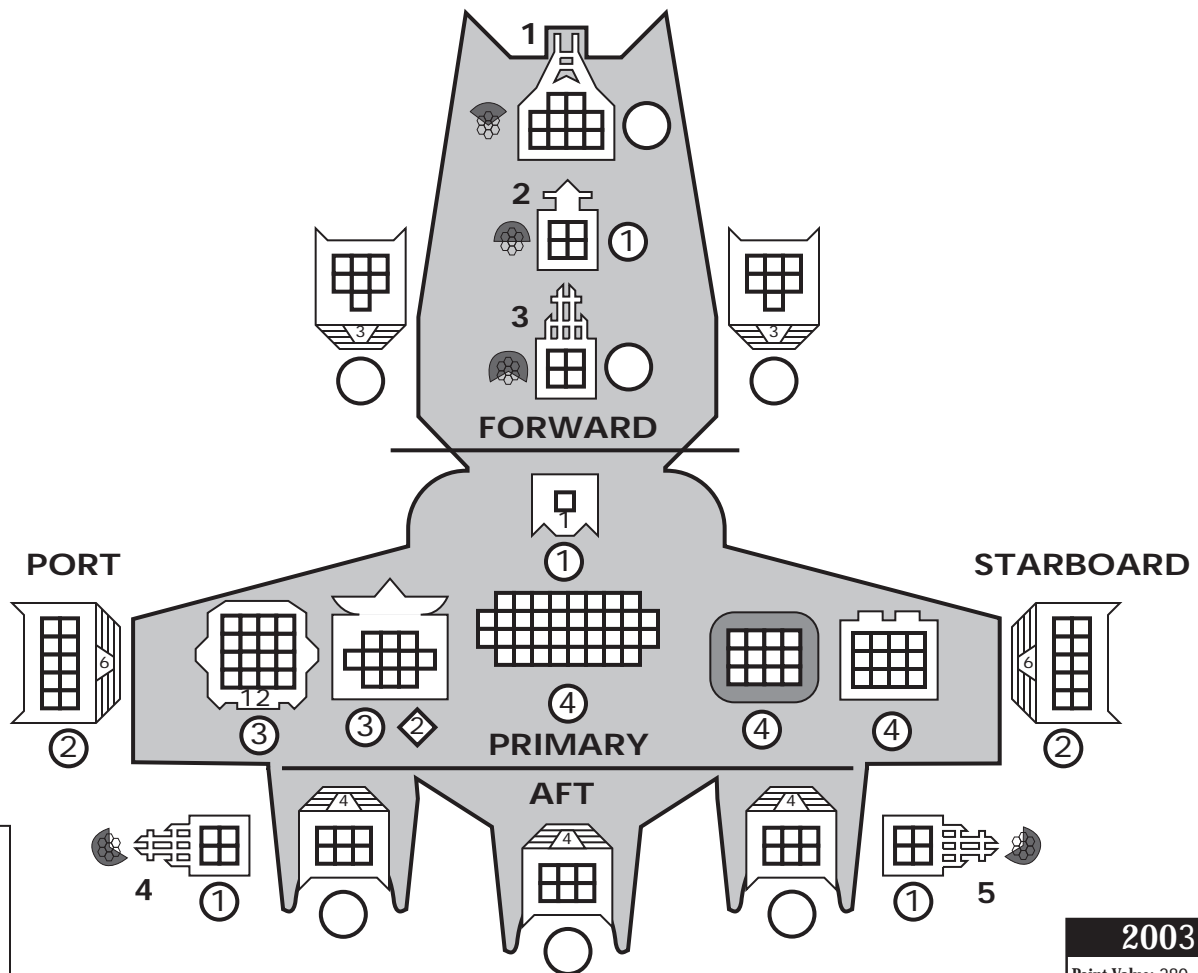
**HANGAR**  
0 Fighters  
1 Shuttle: Thrust: 3  
Armor: 0 Defense: 11/11  
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ARMOR REFIT			
System	1780	2003	2007
Fwd Gatling Railgun	1	1	2
Gauss Cannon	1	2	3
Retro Thrust	1	2	2
Center Main Thrust	1	2	2
LU/Rt Main Thrust	1	1	2
SENSOR REFIT			
Sensor Rating	4	5	5










<b>FORWARD HITS</b> 1-5: Retro Thrust 6-7: Gauss Cannon 8: Lt Laser Cannon 9: Gatling Railgun 10-17: Structure 18-20: PRIMARY HIT
<b>AFT HITS</b> 1-7: Main Thrust 8-9: Gatling Railgun 10-17: Structure 18-20: PRIMARY HIT
<b>PRIMARY HITS</b> 1-8: Port/Stb Thrust 9-11: Sensors 12-15: Engine 16-17: Hangar 18-19: Reactor 20: C & C

<b>SPECIAL NOTES</b>		
Agile Ship		
Atmospheric Capable		
<b>SENSOR DATA</b>		
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

WEAPON DATA	
<b>Gauss Cannon</b> 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	
<b>Light Laser Cannon</b> Class: Laser Modes: Raking Damage: 2d10+7 Range Penalty: -1 per hex Fire Control: +2/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	
<b>Gatling Railgun</b> Class: Matter Modes: Standard Damage: 2d6 Range Penalty: -2 per hex Fire Control: +0/+2/+4 Intercept Rating: -1 (Ballistic Only) <b>Rate of Fire: 1 per turn</b> <b><i>RAPID Gatling RAILGUN</i></b> <b><i>Rate of fire: 2 per turn</i></b>	



## ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Gauss Cannon
	Lt Laser Cannon
	Gatling Railgun

**2003 Refit**

Point Value: 280

**2007 Refit**  
(includes 2003 Refit)

Point Value: 310

**Rapid Gatling Railgun**

Replace all Gatling railguns with rapid Gatling railguns. Armor and firing arcs remain unchanged.