

Steadfast Variant (Uncommon)

Version 1: 2E/V6

Name: _____

Counter: _____



Orien Staunch Strike Frigate

SPECS

Class: Medium Ship
In Service: 2007
Point Value: 400
Ramming Value: 50
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3 Thrust
Roll Cost: 2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: +3
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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FORWARD HITS

1-5: Retro Thrust
6-10: Gauss Cannon
11: Rapid Gatling Railgun
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Rapid Gatling Railgun
10-17: 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: C & C

SPECIAL NOTES

Agile Ship
Atmospheric Capable

SENSOR DATA

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

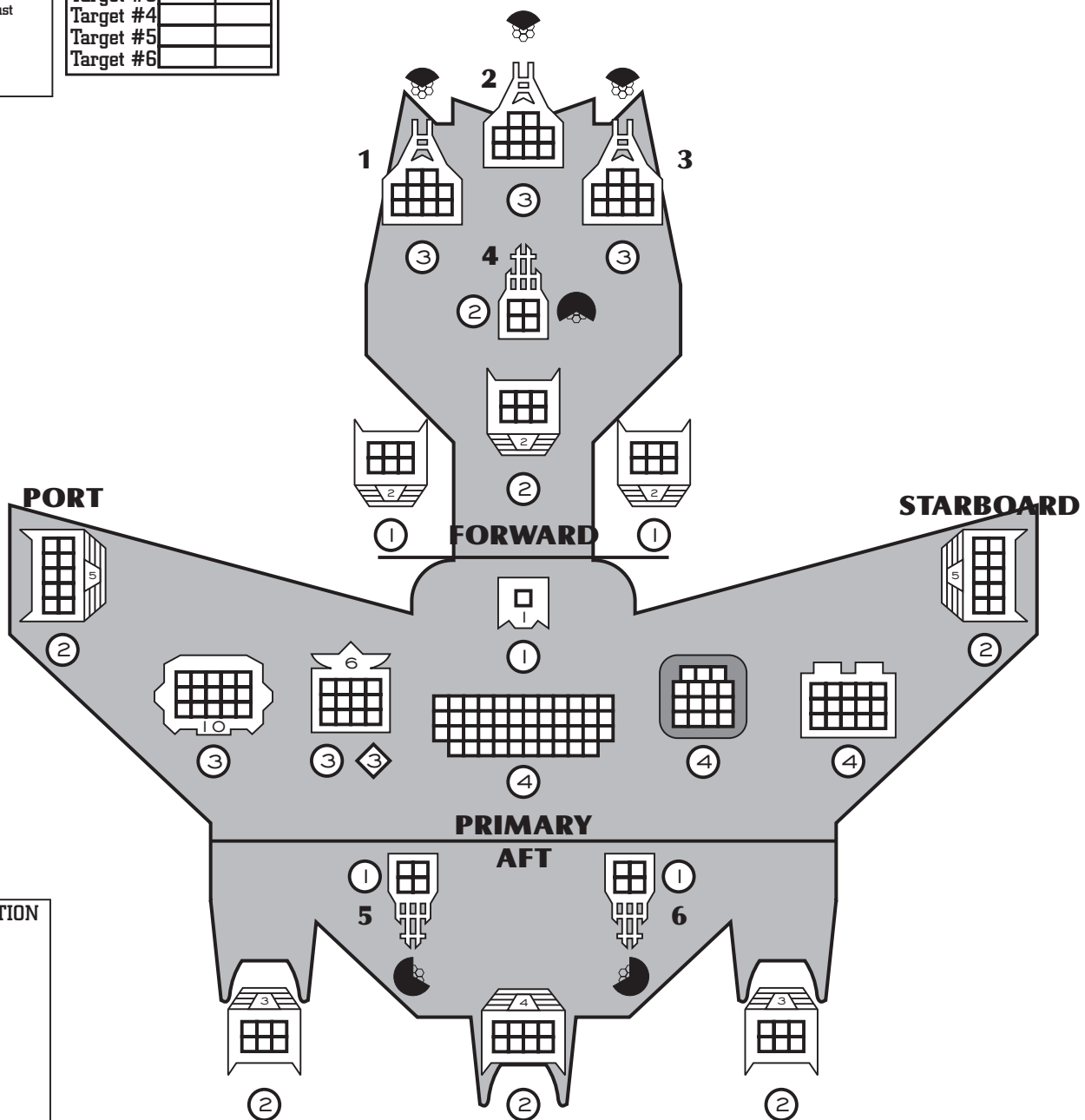
WEAPON DATA

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

Rapid 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: 2 per turn



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Gauss Cannon
- Rapid Gatling Railgun