

# Oriem Judgement Laser Frigate

## SPECS

Class: Medium Ship  
In Service: 2003  
Point Value: 390  
Ramming Factor: 45  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 13  
Engine Efficiency: 2/1  
Extra Power: 0  
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

## WEAPON DATA

**Light Laser Cannon**  
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

## Gatling Railgun

Class: Matter  
Modes: Standard  
Damage: 2d6  
Range Penalty: -2 per hex  
Fire Control: +0/+2/+4  
Int Rating: -1 (Ballistic only)  
Rate of Fire: 1 per turn

## FORWARD HITS

1-6: Retro Thrust  
7-10: Light Laser Cannon  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7: Light Laser Cannon  
8-9: Gatling Railgun  
10-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-8: Port/Stbd Thrust  
9-11: Sensors  
12-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

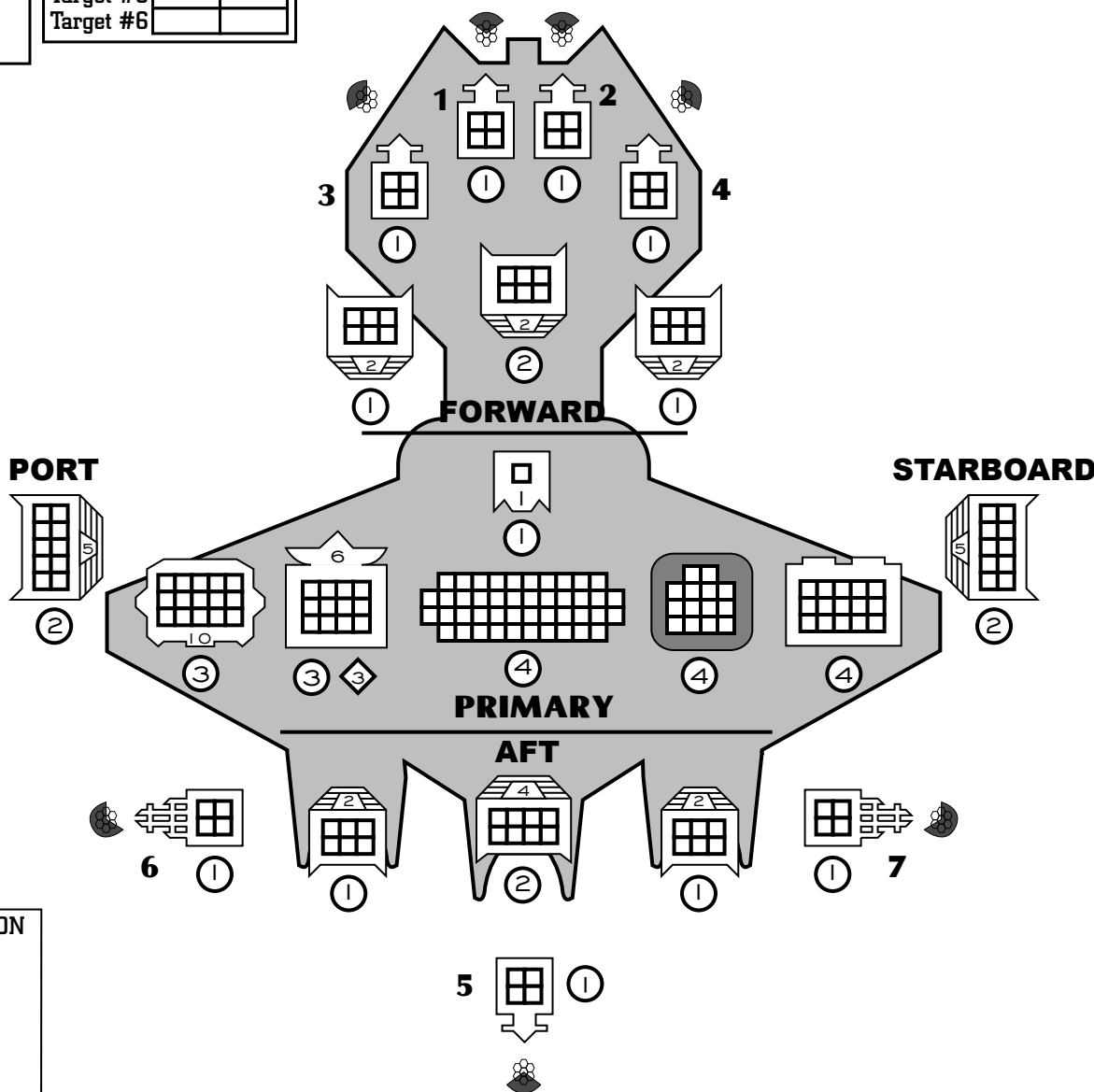
Agile Ship  
Atmospheric Capable

## SENSOR DATA

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

## HANGAR

0 Fighters  
1 Shuttle: Thrust: 3  
Armor: 0 Defense: 11/11



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Laser Cannon
- Gatling Railgun