

Orieni Faithful Search Explorer Refit

SPECS

Class: **Capital Ship**
 In Service: 2240
 Point Value: 620
 Ramming Value: 290
 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: 18
 Stb/Port Defense: 18
 Engine Efficiency: 4/1
 Extra Power: +0
 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

WEAPON DATA

War Lance
 Class: Laser
 Modes: R, P
 Damage: 5d10+15
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+3/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Laser Spear
 Class: Laser
 Modes: R, P
 Damage: 2d10+10
 Range Penalty: -2 per 3 hexes
 Fire Control: +4/+3/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Improved Gatling Railgun
 Class: Matter
 Modes: Standard
 Damage: 2d6+2
 Range Penalty: -2 per hex
 Fire Control: +3/+4/+6
 Int. Rating: -1 (ballistic only)
 Rate of Fire: 2 per turn

PRIMARY HANGAR

12 **Light Fighters**
 3 **Shuttles Thrust: 3**
 Armor: 0 Defense: 11/11

FORWARD HITS

1-5: Retro Thrust
 7-8: War Lance
 9-10: IGRG
 11-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
 6-7: Laser Spear
 8-9: IGRG
 10-12: Cargo
 13-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
 9-10: IGRG
 11-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
 9-10: Jump Engine
 11-12: Sensors
 13-14: Engine
 15-16: Hangar
 17-18: Cargo
 19: Reactor
 20: C & C

SPECIAL NOTES

Restricted Deployment (10%)
 ELINT Ship

SENSOR DATA

Defensive EW

Target #1

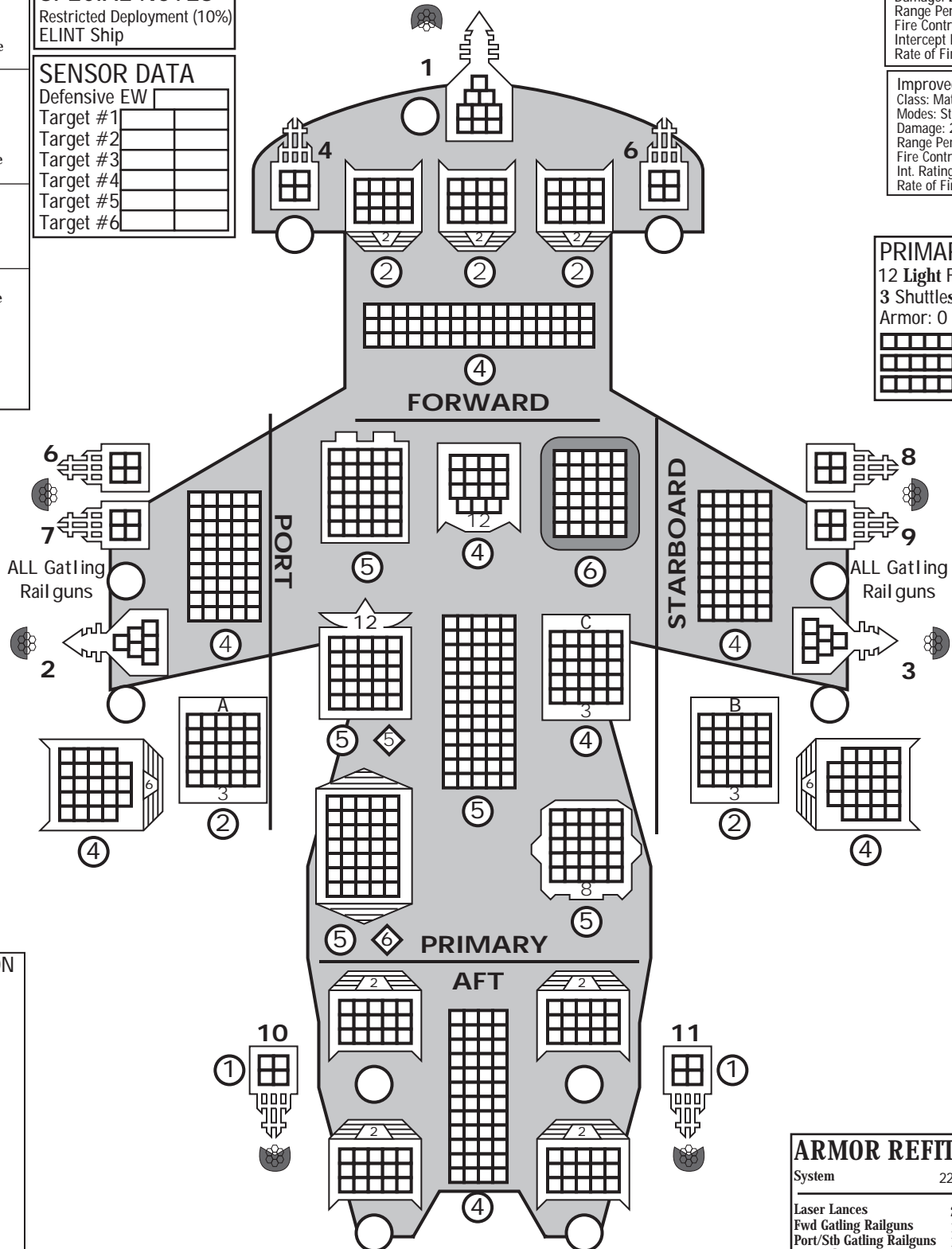
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Cargo
- Hangar
- Laser Lance
- Gatling Railgun

ARMOR REFIT

System	2202	2220	2240
Laser Lances	2	3	3
Fwd Gatling Railguns	1	1	2
Port/Stb Gatling Railguns	1	1	2
Main Thrust	2	3	3