





Oriani Obedient Patrol Frigate Refit

SPECS		MANEUVERING						COMBAT STATS					
Class: Medium Ship		Turn Cost: 1/2 Speed						Fwd/Aft Defense: 11					
In Service: 2228		Turn Delay: 1/2 Speed						Stb/Port Defense: 11					
Point Value: 300		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	

WEAPON DATA

Gauss Rifle
 Class: Matter
 Modes: Standard
 Damage: 1d10+15
 Range Penalty: -1per 2 hexes
 Fire Control: +4/+3/-6
 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

ARMOR REFIT

System	1780	2003	2228
Fwd IGRG	1	1	2
Gauss Cannon	1	2	3
Retro Thrust	1	2	2
Centre Main Thrust	1	2	2
Lt/Rt Main Thrust	1	1	2

SENSOR REFIT

Sensor Rating	4	5	6
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FORWARD HITS

1-5: Retro Thrust
6-7: Gauss Rifle
8: Lt Laser Cannon
9: IGRG
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: IGRG
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

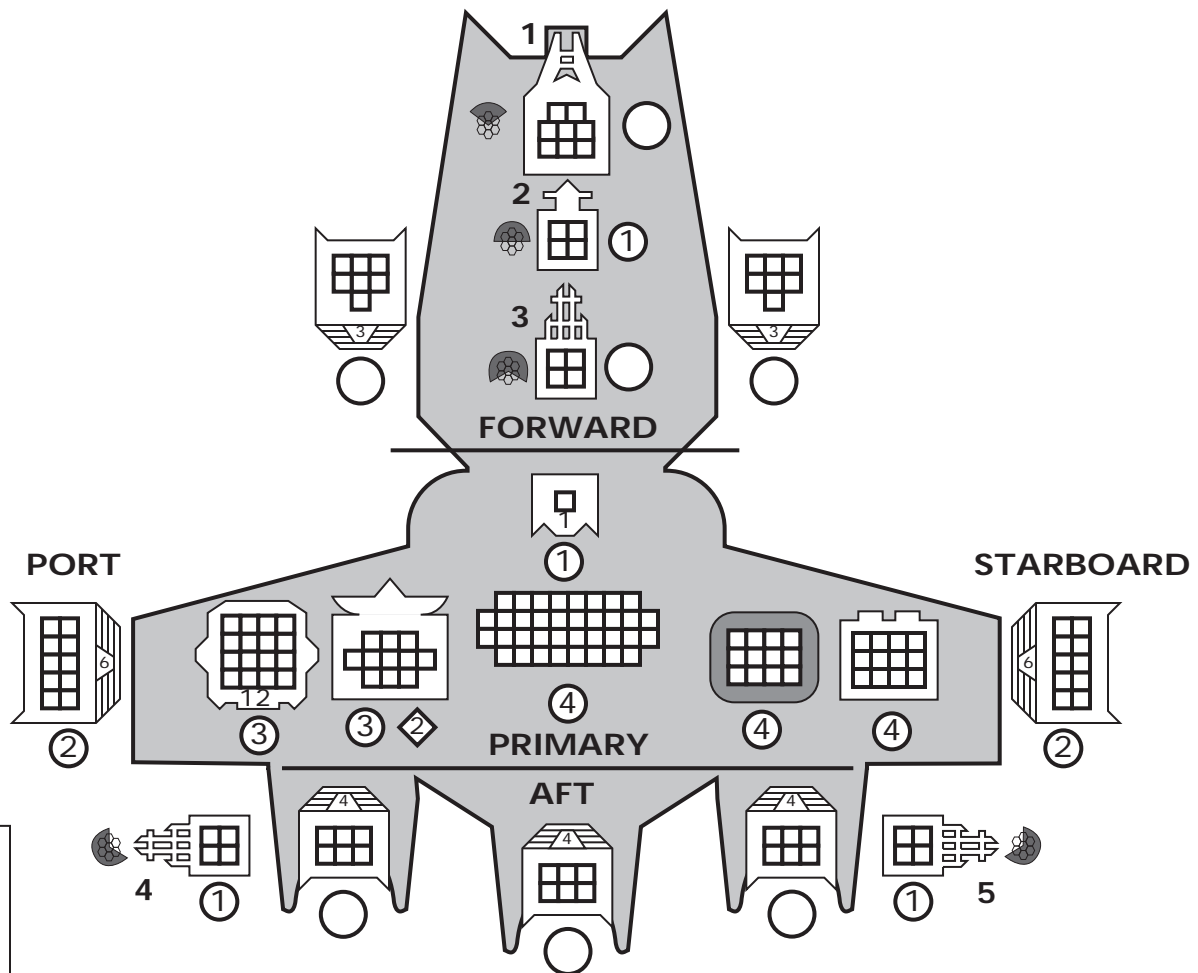
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR

0 Fighters

1 Shuttle: Thrust: 3

Armor: 0 Defense: 11/11



ICON RECOGNITION

