

# Orieni Vengeance Attack Frigate

## SPECS

Class: Medium Ship  
In Service: 2240  
Point Value: 425  
Ramming Factor: 50  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 14  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +13

## 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

### 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

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

## HANGAR

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

### FORWARD HITS

1-5: Retro Thrust  
6-8: Gauss Rifle  
9-11: IGRG  
12-17: Structure  
18-20: PRIMARY Hit

### AFT HITS

1-6: Main Thrust  
7-8: Laser Spear  
9-10: IGRG  
11-17: 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

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

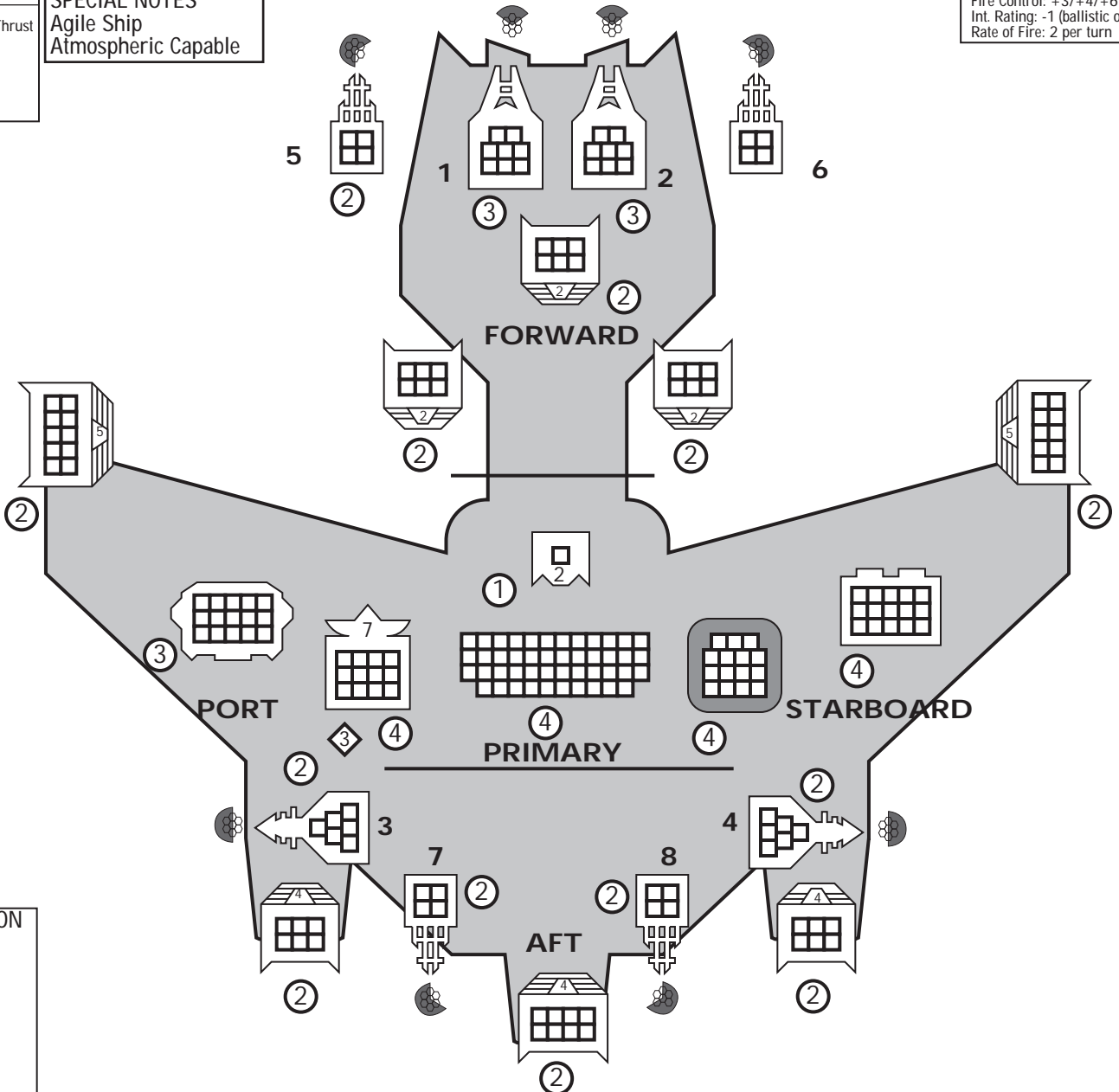
Target #4

Target #5

Target #6

## SPECIAL NOTES

Agile Ship  
Atmospheric Capable



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Gauss Cannon
- Lt Laser Cannon
- IGRG