

Orieni Faithful Search Explorer

SPECS

Class: **Capital Ship**
In Service: **1793**
Point Value: **575**
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

Laser Lance

Class: **Laser**
Modes: **R, P**
Damage: **3d10+6**
Range Penalty: **-1 per 2 hexes**
Fire Control: **+3/+3/-5**
Intercept Rating: **n/a**
Rate of Fire: **1 per 3 turns**

Heavy Laser Lance

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

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: **1 per turn**
RAPID Gatling RAILGUN
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: **Laser Lance**
9-10: **Gatling Railgun**
11-18: **Forward Structure**
19-20: **PRIMARY Hit**

SIDE HITS

1-5: **Port/Stb Thrust**
6-7: **Laser Lance**
8-9: **Gatling Railgun**
10-12: **Cargo**
13-18: **Port/Stb Structure**
19-20: **PRIMARY Hit**

AFT HITS

1-8: **Main Thrust**
9-10: **Gatling Railgun**
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

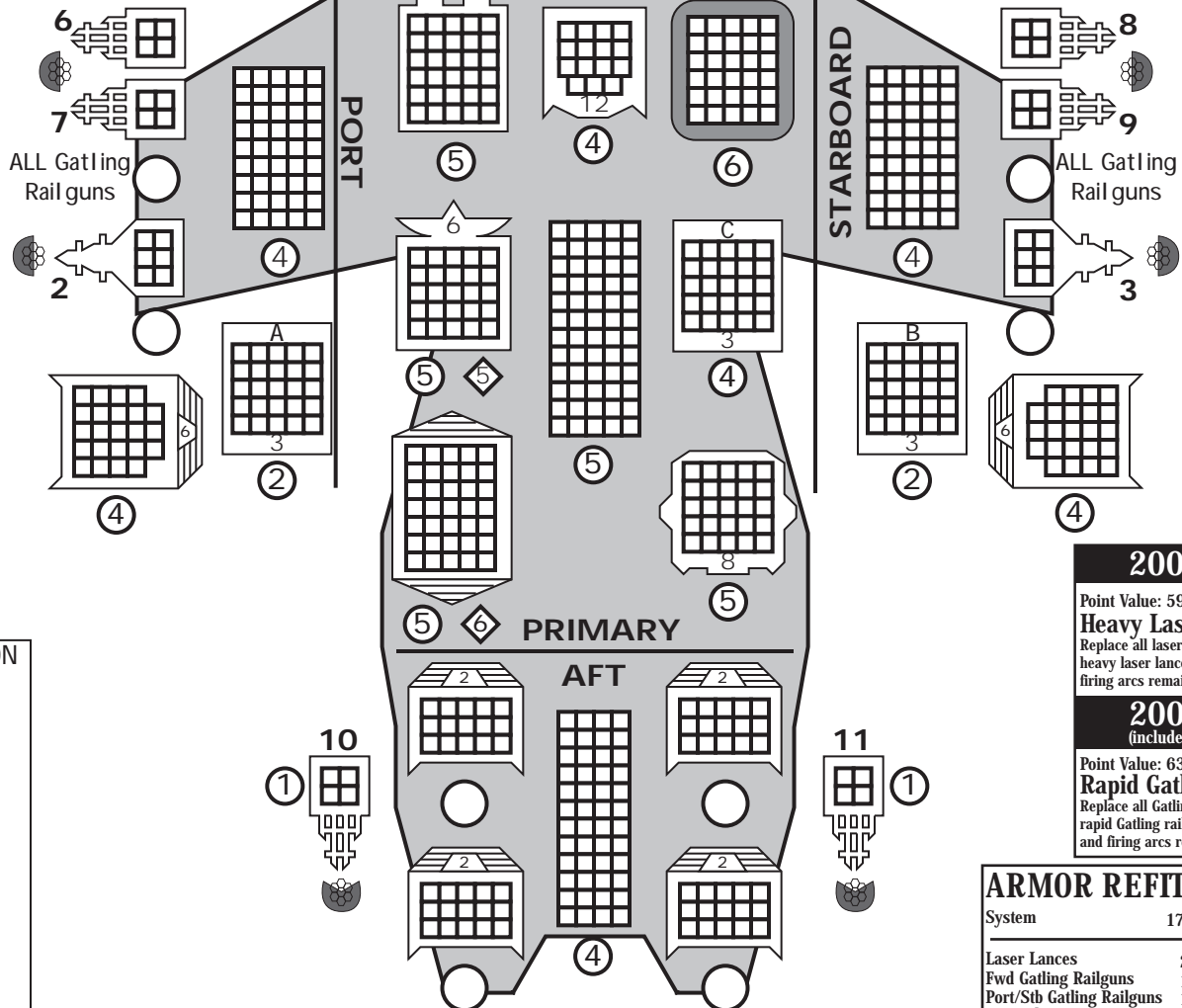
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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

2005 Refit

Point Value: **590**

Heavy Laser Lance

Replace all laser lances with heavy laser lances. Armor and firing arcs remain unchanged.

2009 Refit

(includes 2005 Refit)

Point Value: **630**

Rapid Gatling Railgun

Replace all Gatling railguns with rapid Gatling railguns. Armor and firing arcs remain unchanged.

ARMOR REFIT

System	1793	2005	2009
Laser Lances	2	3	3
Fwd Gatling Railguns	1	1	2
Port/Stb Gatling Railguns	1	1	2
Main Thrust	2	3	3