

# Orieni/OISF Novice SHF Carrier

## SPECS

Class: Medium Ship  
In Service: 2257  
Point Value: 175  
Ramming **Value: 80**  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: N/A  
Roll Cost: N/A

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 13  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +0

## WEAPON DATA

Lt. Projector Array  
Class: Particle  
Modes: Standard  
Damage: 1d6+2  
Range Penalty: -2 per hex  
Fire Control: +2/+2/+4  
Intercept Rating: -2  
Rate of Fire: 2 per turn

## FORWARD HITS

1-5: Retro Thrust  
6-7: Lt Projector Array  
8-10: **catapult**  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-7: Lt Projector Array  
8-10: **Catapult**  
11-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-9: Port/Stb Thrust  
10-12: Sensors  
13-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

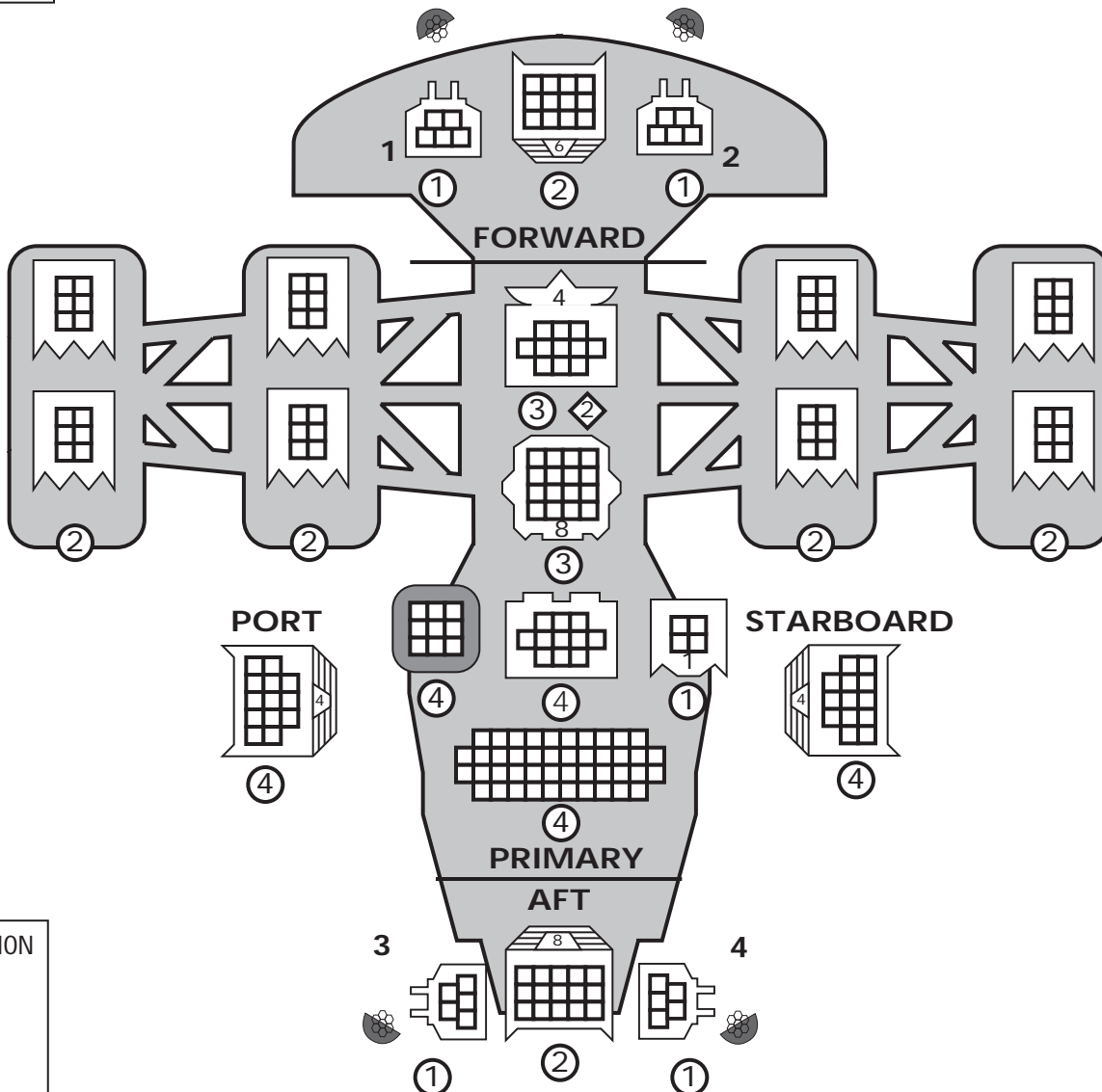
Target #6

## HANGAR

8 SHF Figther (on catapult)

4 Shuttles: Thrust: 4

Armor: 1 Defense: 8/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Catapult
- Lt Projector Array