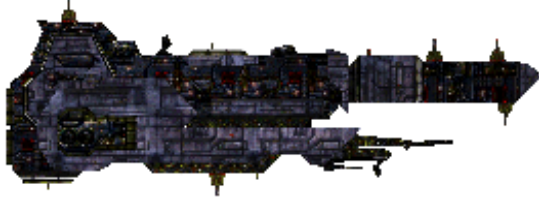




2ND EDITION

Terran Orion Class Destroyer



SPECS

Class: Capital Ship
In Service: 2314
Point Value: 1120
Ramming Factor: 650
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 5/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 7 Thrust
Pivot Cost: 8+8 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	3	5	8	10	13	15	18	20	23	25	28	30
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

WEAPON DATA

Heavy Particle Turret
Class: Particle
Mode: Standard
Range Penalty: -1 per hex
Intercept Rating: -2

Dispersed Mode:

Damage: 9
Fire Control: +3/+3/+4
Rate of Fire: 4 per turn

Concentrated Mode:

Damage: 12
Fire Control: +3/+2/+0

Rate of Fire: 2 per turn

Note: Non-standard rate of fire

Particle Turret

Class: Particle
Mode: Standard
Range Penalty: -3 per 2 hexes
Intercept Rating: -2

Dispersed Mode:

Damage: 6
Fire Control: +3/+3/+4
Rate of Fire: 3 per turn

Concentrated Mode:

Damage: 8
Fire Control: +3/+2/+0
Rate of Fire: 2 per turn

SPECIAL NOTES

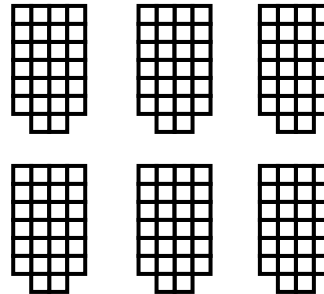
Limited Sensors
Subspace Drive

HANGARS

96 Fighters and Bombers
8 Hygeia Support Craft
6 Elysium Transports

ELYSIUM TRANSPORTS

See SCS for statistics



Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	
Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	
Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	
Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- CCEW Pod

FORWARD HITS

- 1-3: Retro Thrust
- 4: CCEW Pod
- 5-9: Hvy Particle Turret
- 10: Particle Turret
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-5: Port/Stbd Thrust
- 6-9: Particle Turret
- 10-18: Side Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-7: CCEW Pod
- 8: Jump Drive
- 9-10: Hvy Particle Turret
- 11-12: Particle Turret
- 13-18: Aft Structure
- 19-20: PRIMARY HIT

PRIMARY HITS

- 1-8: Primary Structure
- 9-10: Particle Turret
- 11-12: Hvy Particle Turret
- 13-14: Sensors
- 15-17: Hangar
- 18: Engine
- 19: Reactor
- 20: C&C

SENSOR DATA

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

