



Terran Orion Class Destroyer



SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 5/2 Speed		Fwd/Aft Defense: 16	
In Service: 2357		Turn Delay: 3/2 Speed		Stb/Port Defense: 18	
Point Value: 1950		Accel/Decel Cost: 7 Thrust		Engine Efficiency: 5/1	
Ramming Factor: 650		Pivot Cost: 8+8 Thrust		Extra Power: 0	
Jump Delay: 20 Turns		Roll Cost: 4+4 Thrust		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 Photon Beam
 Class: Laser
 Mode: Raking
 Damage: 9d10+58
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+3/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns
Special: Ignores Shields

Photon Cutter
 Class: Laser
 Mode: Raking
 Damage: 3d10+6
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+3/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
Special: Ignores Shields

Minerva Cannon
 Class: Laser
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2

Anti-Fighter Mode
 Mode: Standard
 Damage: 1d10
 Rate of Fire: 3 per turn

Anti-Ship Mode
 Mode: Raking (6)
 Damage: 3d10
 Rate of Fire: 1 per turn
Special: Ignores Shields

Heavy Particle Turret
 Class: Particle
 Mode: Standard
 Damage: 9
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 4 per turn
Alternate Mode: 12 damage, +3/+2/+0, RoF 2 per turn. Non-standard rate of fire.

Particle Turret
 Class: Particle
 Mode: Standard
 Damage: 6
 Range Penalty: -3 per 2 hexes
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 3 per turn
Alternate Mode: 8 damage, +3/+2/+0, RoF 2 per turn

SPECIAL NOTES

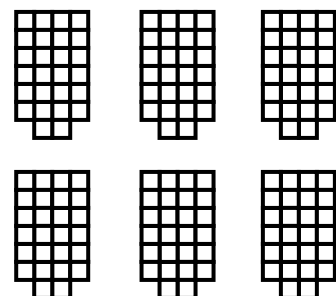
Limited Sensors
 Subspace Drive

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

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

FORWARD HITS

- 1-3: Retro Thrust
- 4: CCEW Pod
- 5-6: Heavy Photon Beam
- 7: Minerva Cannon
- 8-10: Hvy Particle Turret
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

PORT HITS

- 1-4: Port Thrust
- 5-7: Heavy Photon Beam
- 8-10: Photon Cutter
- 11-18: Side Structure
- 19-20: PRIMARY Hit

STBD HITS

- 1-4: Stbd Thrust
- 5-7: Heavy Photon Beam
- 8-9: Photon Cutter
- 10: Particle Turret
- 11-18: Side Structure
- 19-20: PRIMARY Hit

AFT HITS

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

SENSOR DATA

Defensive EW

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

PRIMARY HITS

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

