

Orion Starbase

The first Orion Starbase was first deployed in Y2168. Originally designed to act as a hub of exploration or commerce depending on its location within the influence of the Earth Alliance, the Orion possessed a significant amount of cargo capacity backed up by what was deemed, at the time, to be a reasonable amount of firepower. To counter the seemingly ever present Raiders a significant fighter presence was maintained at each base to patrol the local region and further discouragement would be aggressors.

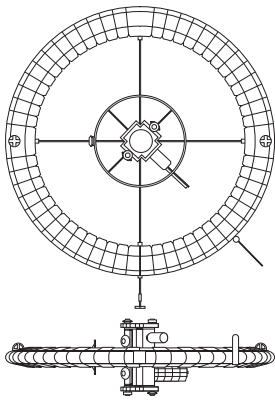
The attacks by the Koulani (Y2169) and Ch'Lonas (Y2170), backed by the sponsored privateers of the Centauri and later the Narn convinced Earthforce commanders that additional firepower was needed for its Orions. The result was the Beta model in Y2190. The addition of the Railgun and the replacement of the Class-SO with the Class-S missile rack markedly increased anti-ship firepower. A concurrent improvement in the defense grid resulted by replacing the Lt Particle Beams and Proto-type Interceptors with the Standard Particle Beams and Mk-I Interceptors. These improvements were quickly and easily implemented by forgoing major structural changes and instead, eating into the overall cargo capacity of the Orions outer ring bays.

The improved Orion Beta model was short lived as a result of the growing menace that was the Dilgar. When word of the atrocities committed by the Dilgar reached Earth, response was initially limited to beefing up defenses along the border towards which the Dilgar were currently moving. In recognition of the mammoth range of the Dilgar mass drivers, the Orions along this border replaced their Class-S missile racks with the brand new long range Class-L missile rack. It was hoped that the new launchers in conjunction with the new long range missile would deter any would be Dilgar attackers should a surprise attack occur.

Ultimately, no Orion station was ever attacked by a Dilgar fleet, though as the war progressed a number of Orions, built along the counter attack vector, did see raids by Dilgar units and numerous Raider bands. None were lost in combat. Following the war and the subsequent backwards engineering of captured Dilgar hardware, Earthforce again upgraded the Orion to the Delta series. The Class-L missile racks were replaced by the new and enormous Class-B base missile system which provided twice the rate of fire and three times the missile loadout of its Class-L cousin. The new racks and the addition of a number of heavy pulse cannons ate up the remaining cargo space in the outer ring and necessitated the replacement of the Standard Particle Beam with a second, smaller interceptor array. The new base, when supported by fleet assets, was deemed virtually untouchable by the Earthforce admiralty. Five years later they would be proven utterly wrong.

The Minbari war saw most of the outer Orion stations obliterated in a few short months, the massive range of the vaunted Class-B missile trumped by the stealth systems of the Minbari fleet. Those stations in some of the more remote locations would survive and act as rallying points for refugees and remaining fleet assets. Following the war, these bases would act as centers of law and order against the resurgent raiders as Earthforce rebuilt.

In Y2257, Earthforce attempted yet again to produce an inviolable fortress. Six of the brand new heavy particle cannons were mounted in series of specially designed spokes arraying out from the central core of the station to the outer ring. The lack of light and fast fighting multi-purpose weapons, originally lost with the removal of the standard particle beam was redressed by replacing the old railgun with another new weapon, the quad particle beam. Finally, the entire e-web/interceptor system was updated to the new Mk-II system (though there is a movement to replace that with the new Hvy Interceptor Battery). The success of these changes in producing a new and unbeatable station remains the subject of much debate, but what is not debated is that Earthforce will continue to spare no expense in the deployment and subsequent upgrades of its static defense.



Version 1: RLB/EW

Name: _____ Counter: _____



EA Orion Starbase (Alpha Model)

SPECS

Class: Enormous Base
In Service: 2168
Point Value:
Ramming Value: 750
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 20 (18)
Stb/Port Defense: 20 (18)
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

WEAPON DATA

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Prototype

Intercept Rating: -2
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+3
Fire Control: -/-/+4
Range Penalty: -2 per hex

Class-SO Missile Rack

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

SECTION HITS

- 1: Missile Rack
- 2: Lt Particle Beam
- 3: Interceptor
- 4: Section Hangar
- 5-6: Section Cargo
- 7: Section Reactor
- 8-18: Section Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-10: Primary Structure
- 11-12: Primary Cargo
- 13-14: Sensors
- 15-16: Hvy Plasma Cannon
- 17: Primary Hangar
- 18: Primary Reactor
- 19-20: C & C

SENSOR DATA

Defensive EW

Target #1

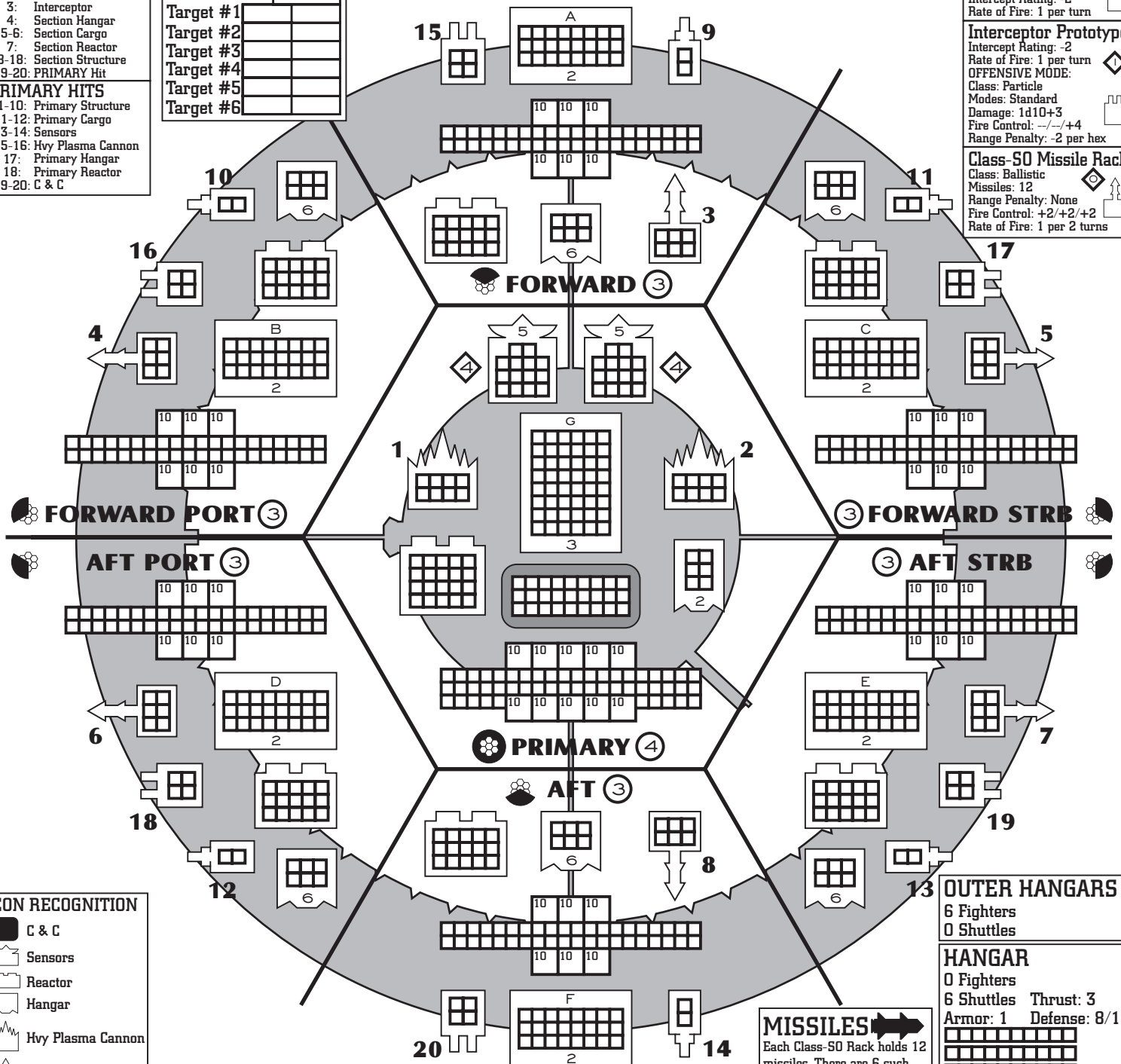
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Hvy Plasma Cannon
- Missile Rack
- Interceptor
- Lt Particle Beam

MISSILES

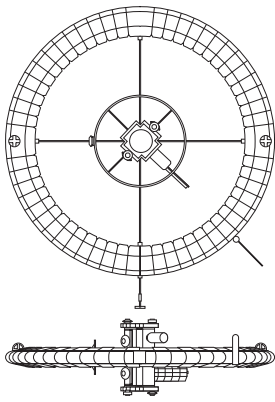
Each Class-SO Rack holds 12 missiles. There are 6 such racks, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.

OUTER HANGARS

6 Fighters
0 Shuttles

HANGAR

0 Fighters
6 Shuttles Thrust: 3
Armor: 1 Defense: 8/10



Version 1: RLB/EW

Name: _____ Counter: _____



EA Orion Starbase (Beta Model)

SPECS

Class: Enormous Base
In Service: 2190
Point Value:
Ramming Value: 750
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 20 (17)
Stb/Port Defense: 20 (17)
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

WEAPON DATA

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Mk-I
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+5
Fire Control: -/-/+6
Range Penalty: -2 per hex

Class-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Railgun
Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

SECTION HITS

- 1: Missile Rack
- 2: Railgun
- 3: Std Particle Beam
- 4: Interceptor
- 5: Section Hangar
- 6: Section Cargo
- 7: Section Reactor
- 8-18: Section Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-10: Primary Structure
- 11-12: Primary Cargo
- 13-14: Sensors
- 15-16: Hvy Plasma Cannon
- 17: Primary Hangar
- 18: Primary Reactor
- 19-20: C & C

SENSOR DATA

Defensive EW

Target #1

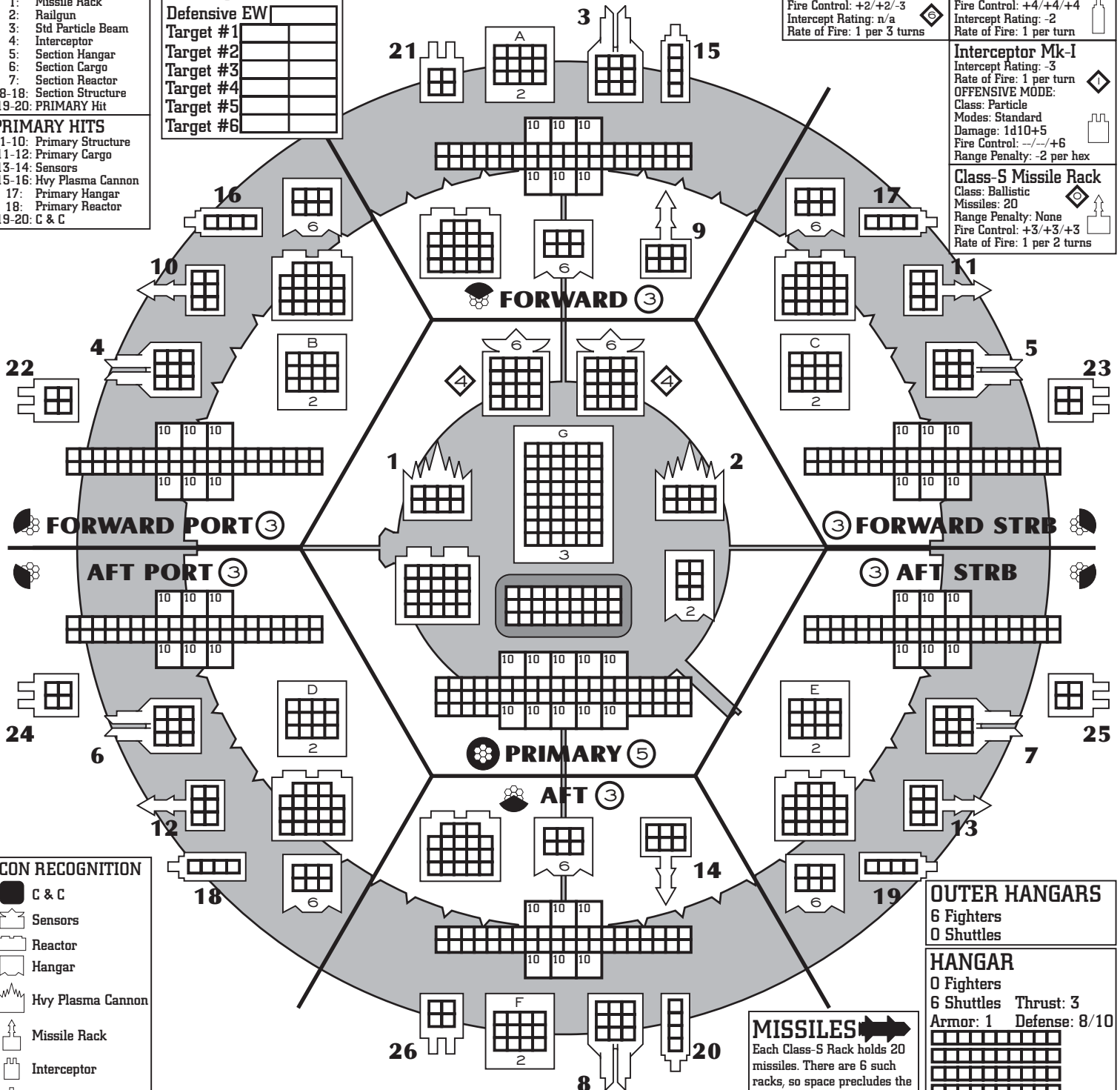
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Hvy Plasma Cannon
- Missile Rack
- Interceptor
- Std Particle Beam
- Railgun

MISSILES

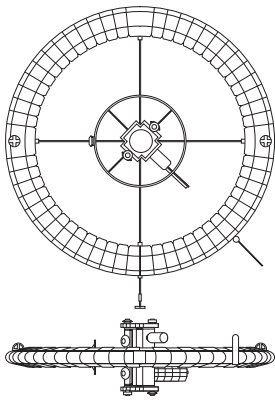
Each Class-S Rack holds 20 missiles. There are 6 such racks, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.

OUTER HANGARS

6 Fighters
0 Shuttles

HANGAR

0 Fighters
6 Shuttles Thrust: 3
Armor: 1 Defense: 8/10



Version 1: RLB/EW

Name: _____ Counter: _____



EA Orion Starbase (Gamma Model)

SPECS

Class: Enormous Base
In Service: 2230
Point Value:
Ramming Value: 750
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 20 (17)
Stb/Port Defense: 20 (17)
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

WEAPON DATA

Railgun

Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Standard Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Mk-I

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+5
Fire Control: -/-/+6
Range Penalty: -2 per hex

Class-L Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None(+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

SECTION HITS

- 1: Missile Rack
- 2: Railgun
- 3: Std Particle Beam
- 4: Interceptor
- 5: Section Hangar
- 6: Section Cargo
- 7: Section Reactor
- 8-18: Section Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-10: Primary Structure
- 11-12: Primary Cargo
- 13-14: Sensors
- 15-16: Missile Rack
- 17: Primary Hangar
- 18: Primary Reactor
- 19-20: C & C

SENSOR DATA

Defensive EW

Target #1

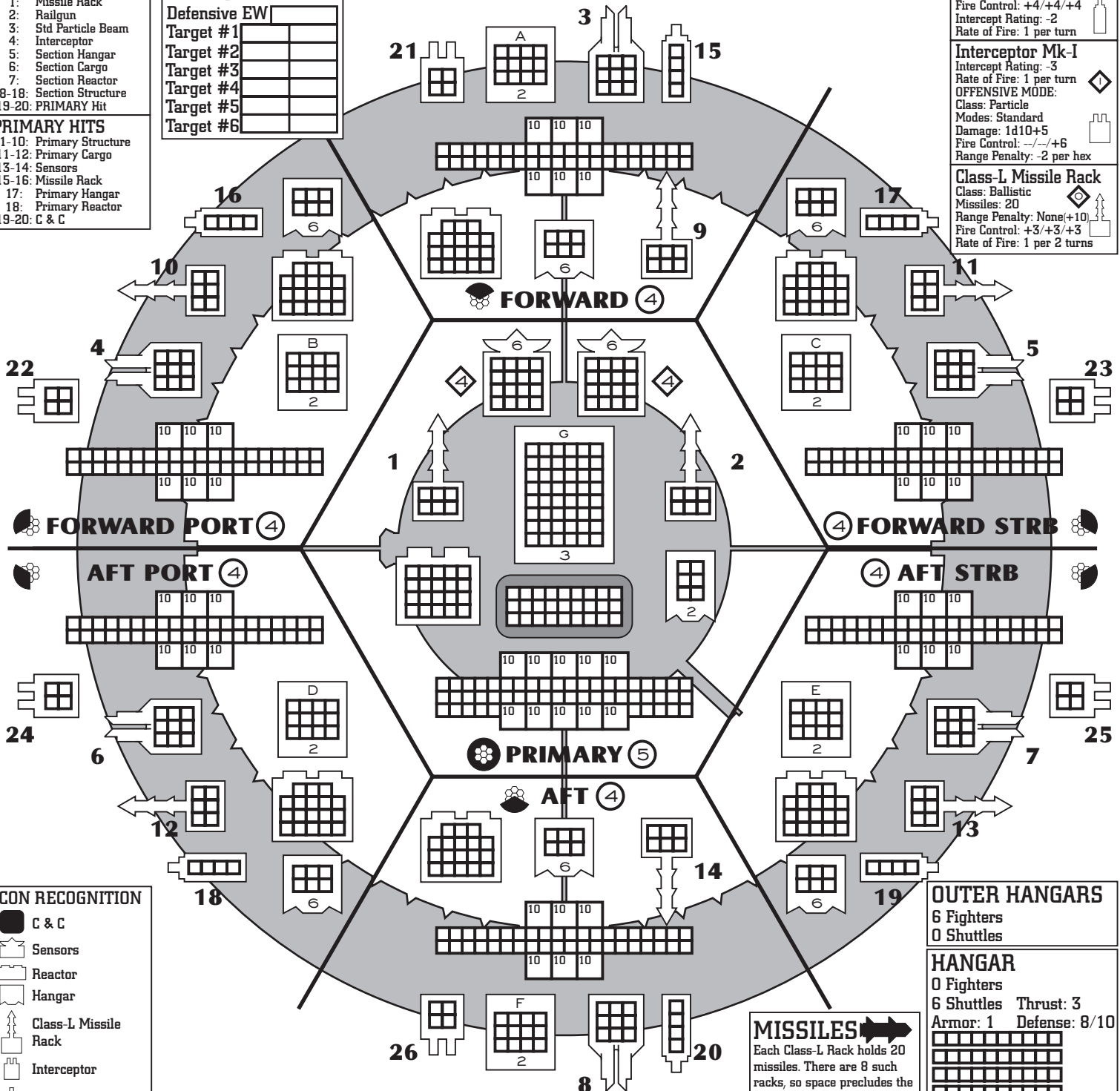
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Class-L Missile Rack
- Interceptor
- Std Particle Beam
- Railgun

MISSILES

Each Class-L Rack holds 20 missiles. There are 8 such racks, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.

OUTER HANGARS

6 Fighters
0 Shuttles

HANGAR

0 Fighters
6 Shuttles Thrust: 3
Armor: 1 Defense: 8/10