Alteran Orion Beam Warship

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost:1 x Speed	Fwd/Aft Defense: 18
In Service: Ancient	Turn Delay: 1 x Speed	Stb/Port Defense: 21
Point Value: 2700	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor: 350	Pivot Cost: 4+4 Thrust	Extra Power: +0
Hyper Delay: 6 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +2

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

Small Drone Bay
Class: Matter
Mode: Standard
Damage: 2d10+20
Range Penalty: -1 per 4 hexes
Fire Control: +8/+8/+8
Intercept Rating: n/a
Rate of Fire: 1d2+1 per turn
Special: Shield Penetrator IV (100%), does overkill. May be fired at same or different targets. Self-guiding.

Heavy Multiphased Beam
Class: Molecular
Mode: R, P, S
Dmg, 1 Turn: 4d10+4
Dmg, 2 Turns: 6d10+6
Dmg, 3 Turns: 8d10+8
Range Penalty: -1 per 4 hexes
Fire Control: +6/+4/+3
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor.
Special: Shield Penetrator IV (100%)

Lt Multiphased Beam
Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
Intercept Rating: -2
Rate of Fire: 1 per turn
Special: Shield Penetrator IV (100%)

FORWARD HITS
1-4:Fwd Thrusters
5-6:Lt. Multi. Beam
7-8:Heavy Multi. Beam
9-10:Cargo
11-18:Structure
19-20:PRIMARY Hit

AFT HITS
1-4:Aft Thruster
7-10:Lt. Multi. Beam
11-12: Quaters
11-12:Hypedrive
13-18:Structure
19-20:PRIMARY Hit

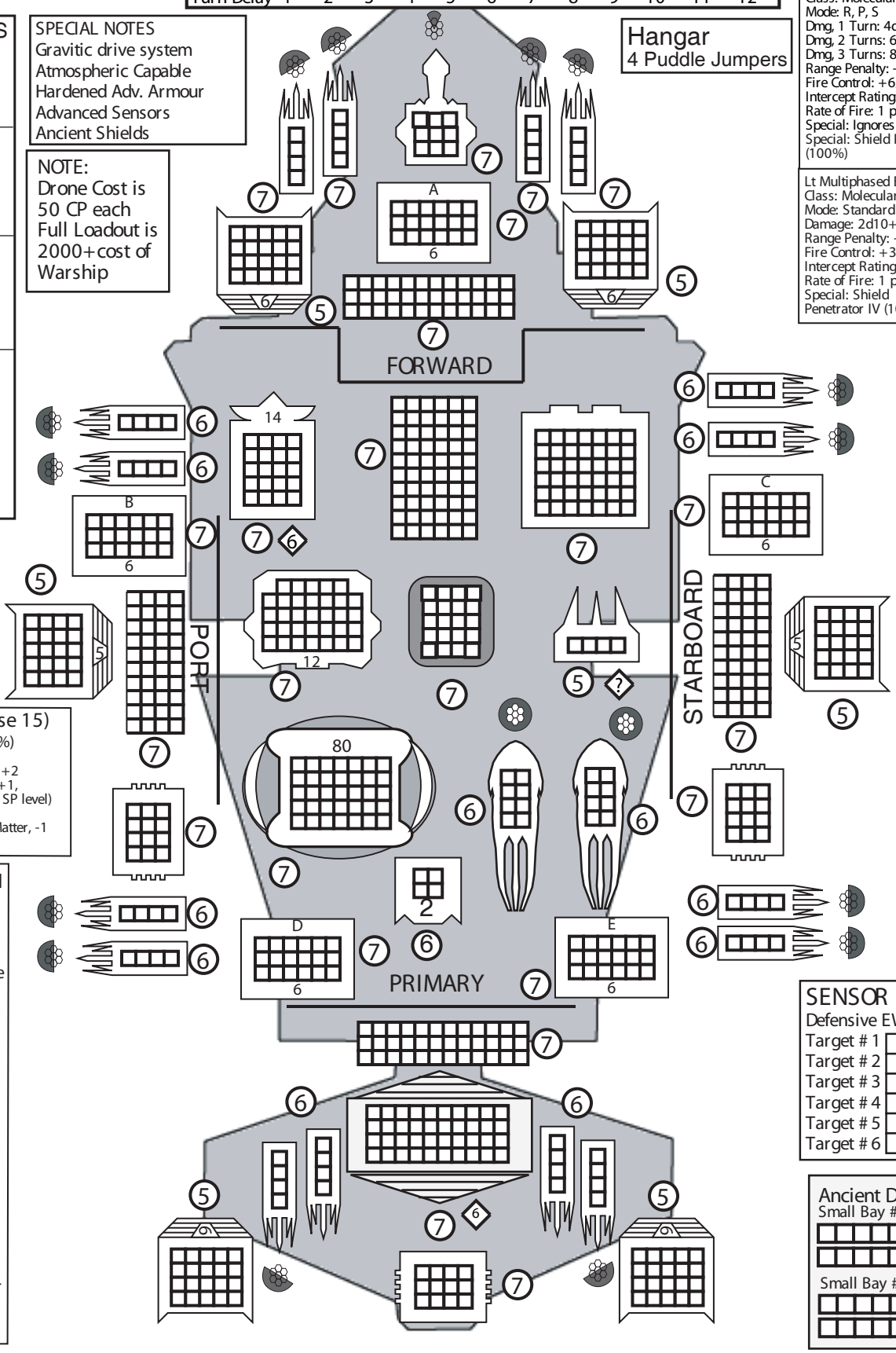
SIDE HITS
1-4:Thruster
5-6:Lt. Multi. Beam
7-8:Cargo
9-10:Quaters
11-18:Structure
19-20:PRIMARY Hit

PRIMARY HITS
1-6:Primary Struct
7:Tractor Beam
8:Hangar
9:Engine
10:Cargo
11:Shild Gen
12:Drone Bay
13-15:Reactor
16-18:Sensors
19-20:C&C

SPECIAL NOTES
Gravitic drive system
Atmospheric Capable
Hardened Adv. Armour
Advanced Sensors
Ancient Shields

NOTE:
Drone Cost is 50 CP each
Full Loadout is 2000+cost of Warship

Hangar
4 Puddle Jumpers



Adv Shield Chart (Base 15)
Resistance Level IV (-100%)
MODE:
Piercing, -2, Pulse, +1, Flash, +2
Sustained, -0, -1, -3, Raking, +1,
Penetrating, -1, -2, -3, -4 (per SP level)
CLASS:
Antimatter, +1, Gravitic, -1, Matter, -1
Molecular, -2, Plasma +1

ICON RECOGNITION
- C & C
- Sensors
- Hyperspace Drive
- Reactor
- Small Drone Bay
- Heavy Multiphased Beam
- Light Multiphased Beam
- Quaters
- Cargo
- Shield Generator
- Tractor Beam

SENSOR DATA
Defensive EW

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

Ancient Drones
Small Bay # 1

Small Bay # 2