



# Alteran Orion

## SPECS

Class: Capital Ship  
In Service: Ancient  
Point Value: \_\_\_\_\_  
Ramming Factor: 350  
Hyper Delay: 6 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 17  
Stb/Port Defense: 18  
Engine Efficiency: 4/1  
Extra Power: +0  
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

### Ancient Drone Bay

Class: Matter  
Mode: Standard  
Damage: 2d10+20  
Range Penalty: -1 per 6 hexes  
Fire Control: +8/+8/+8  
Intercept Rating: n/a  
Rate of Fire: 1d3 + 3 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:Hypdrive  
13-18:Structure  
19-20:PRIMARY Hit

## SIDE HITS

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

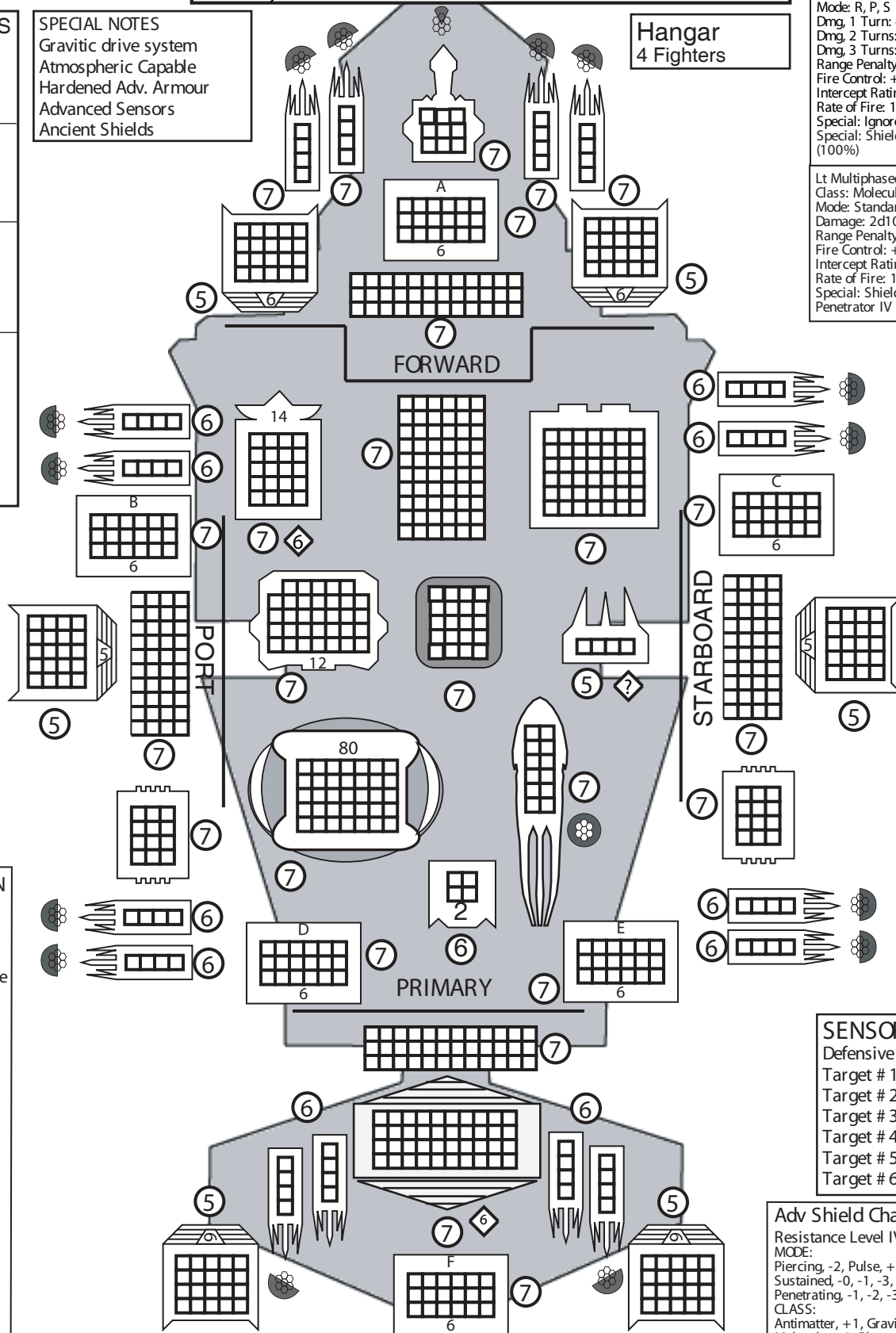
## PRIMARY HITS

1-6:Primary Struct  
7:Tractor Beam  
8:Hangar  
9:Engine  
10:Cargo  
11:Shield 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

Hangar  
4 Fighters



## ICON RECOGNITION

- C & C
- Sensors
- Hyperspace Drive
- Reactor
- Ancient Drone Bay
- Heavy Multiphased Beam
- Light Multiphased Beam
- Barracks
- Cargo
- Shield Gen
- Tractor

## SENSOR DATA

### Defensive EW

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

## 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