

Assorted weapons for Orion option mounts. All weapons shown here can be used in both the Wing and Nose option mounts. The sole exception are the Photon and Hellbore Torpedoes as well as the Heavy Phase Cannon.

Point Defense Phaser

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



Arcs



Most phasers (and phaser equivalents) will use the arcs shown above when mounted in the wings.

Light Phaser

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



Medium Phaser Bank

Class: Molecular
Mode: R, S
Damage: 3d10+5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4



Phase Cannon

Class: Particle
Modes: R, S
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns



Light Phase Cannon

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



Intermediate Phaser

Class: Molecular
Mode: R (B), S
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4



Gatling Defense Phaser

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



Imp Intermediate Phaser

Class: Molecular
Mode: R (B), S
Damage: 2d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4



Light Disruptor

Class: Molecular
Mode: Standard
Damage: 1d6+6
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn



Light Fusion Beam

Class: Molecular
Modes: R, S
Damage: 2d10+4
+2 Power: 2d10+10
+4 Power: 2d10+20
Range Penalty: -1 per hex
Fire Control: +4/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Must cooldown for one turn after firing and make a critical roll at a +3 penalty. If fired suicide overloaded, the weapon is destroyed and scores 2d10 damage against its own ship's facing section.



Arcs



These three systems utilize the offset forward arcs as shown above. The Medium Disruptor has the choice of using the torpedo firing arc.

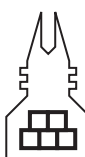
Blast Beam

Class: Particle
Mode: Raking (B)
Dmg: 1d10+15 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns



Medium Disruptor

Class: Molecular
Mode: Standard
Damage: 1d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns



Type-A Drone Rack

Class: Ballistic
Missiles: 8
Range Penalty: None
Fire Control: +1/+1/+0
Rate of Fire: 1 per turn



Arcs



Drones are highly prized for their cheapness, excellent arcs, and the fact that typical Orion prey lacks adequate defenses.

MISSILES Rack #4



Type-B Drone Rack

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+0
Rate of Fire: 1 per turn



Type-C Drone Rack

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+0
Rate of Fire: 2 per turn



MISSILES Rack #1



Rack #2



MISSILES Rack #1



Rack #2



These are nose mounted weapons only.

Photon Torpedo

Class: Ballistic + Antimatter
Mode: Standard
Damage: X+10
Max X: 20
Range Penalty: None
Max Range: 50 hexes
Fire Control: +4/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns



Heavy Phase Cannon

Class: Particle
Modes: R, S
Damage: 3d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns



Hellbore Torpedo

Class: Ballistic
Mode: Enveloping
Damage: 4d10+4
Range Penalty: -1 per 3 hexes
Max Range: 30 hexes
Fire Control: +3/+2/--
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns



Arcs



All plasma weapons in Orion service use these arcs.

Light Plasma Mortar

Class: Plasma
Mode: Flash
Dmg: 2d10+12 (-1 per hex)
Max Range: -1 per hex after range 8
Fire Control: +2/+0/--
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns



Light Plasma Cannon

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



Light Photon Torpedo

Class: Ballistic + Antimatter
Mode: Standard
Damage: X+10
Max X: 10
Range Penalty: -1 per 4 hexes
Max Range: 35 hexes
Fire Control: +3/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns



Arcs



All torpedo systems, besides plasma utilize this arc. Medium Disruptors may also use this arc.

Early Photon Torpedo

Class: Ballistic + Antimatter
Mode: Standard
Damage: X+6
Max X: 10
Range Penalty: None
Max Range: 30 hexes
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns



Interruption Torpedo

Class: Ballistic
Mode: Flash
Damage: 2d10
Range Penalty: -1 per 2 hexes after range 12
Fire Control: +2/+0/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

