



Orion Smuggler Corvette

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship In Service: 2236 Point Value: 225 Ramming Factor: 40 Warp Delay: 10 Turns	Turn Cost: 1/3 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 1 (2) Thr. Pivot Cost: 1(+1) Thrust Roll Cost: 1(+1) Thrust	Fwd/Aft Defense: 10 Stb/Port Defense: 10 Engine Efficiency: 1/1 Extra Power: 0 Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

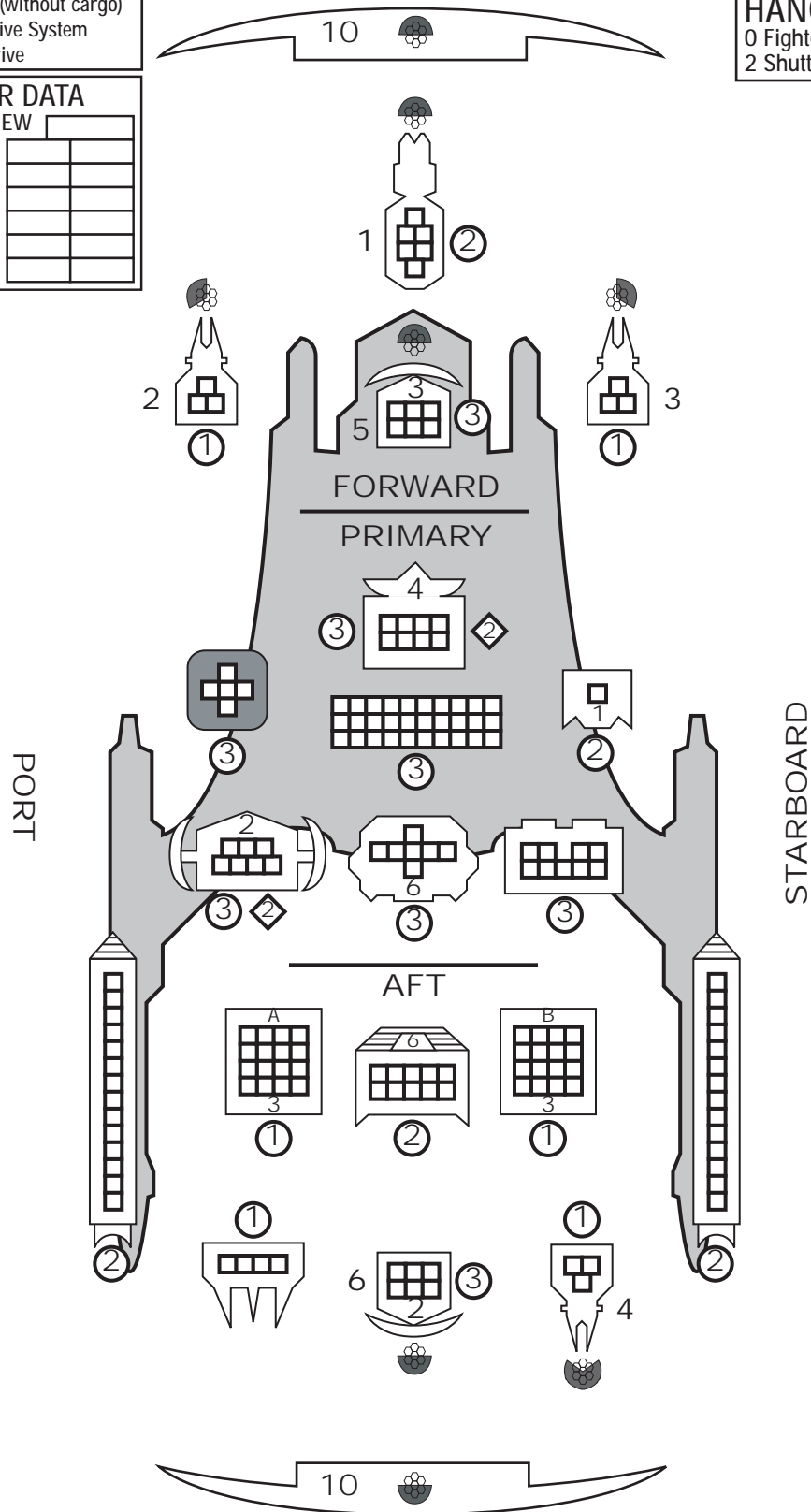
WEAPON DATA	
Interruption Torpedo Class: Ballistic Mode: Flash Damage: 2d10 Range Penalty: -1 per 2 hexes after range 12 Fire Control: +2/+0/-- Intercept Rating: n/a Rate of Fire: 1 per 3 turns	
Light Disruptor Class: Molecular Mode: Standard Damage: 1d6+6 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -1 Rate of Fire: 1 per turn	
Deflector Shield Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.	

FORWARD HITS
1-3: Deflector Shield 4-6: Interruption Torpedo 7-10: Light Disruptor 11-17: Structure 18-20: PRIMARY Hit
AFT HITS
1-3: Impulse Thruster 4-5: Deflector Shield 6: Light Disruptor 7-8: Cargo 9-11: Warp Engine 12: Tractor Beam 13-17: Structure 18-20: PRIMARY Hit
PRIMARY HITS
1-5: Shield Generator 6-10: Sensors 11-13: Hangar 14-16: Engine 17-19: Reactor 20: C&C

SPECIAL NOTES
Agile Ship (without cargo) Gravitic Drive System Impulse Drive

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
2 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Interruption Torpedo
	Light Disruptor