

# Orion Traveler Fast Scout

## SPECS

Class: Hvy Combat Vsl  
In Service: 2267  
Point Value: 500  
Ramming Factor: 110  
Warp Delay: 12 Turns

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 1+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

## WEAPON DATA

**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

**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.

<b>FORWARD HITS</b>	
1-3:	Deflector Shield
4-6:	Medium Disruptor
7-18:	Forward Structure
19-20:	PRIMARY Hit
<b>AFT HITS</b>	
1-4:	Impulse Thruster
5-6:	Deflector Shield
7-8:	Medium Disruptor
9-12:	Warp Engine
13-18:	Aft Structure
19-20:	PRIMARY Hit
<b>PRIMARY HITS</b>	
1-5:	Primary Structure
6-8:	Cargo
9-10:	Deflector Shield
11:	Tractor Beam
12:	Shield Generator
13-16:	Sensors
17:	Hangar
18:	Engine
19:	Reactor
20:	C&C

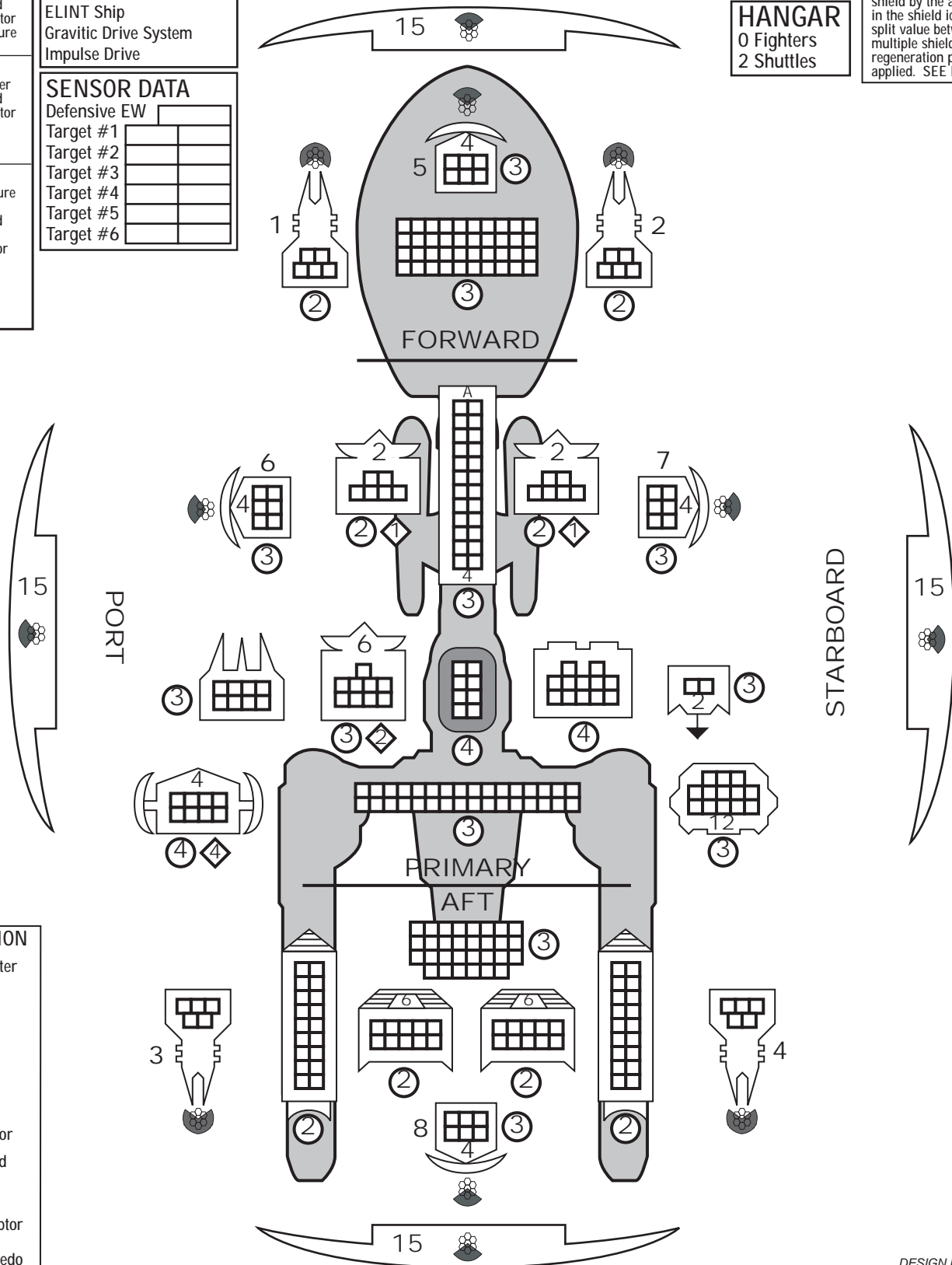
**SPECIAL NOTES**  
ELINT Ship  
Gravitic Drive System  
Impulse Drive

**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
	Medium Disruptor
	Lt Photon Torpedo