



Orion Lightning Priority Transport

SPECS

Class: Medium Ship
 In Service: 2272
 Point Value: 375
 Ramming Factor: 80
 Warp Delay: 10 Turns

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 1/2 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1+1 Thrust
 Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
 Stb/Port Defense: 12
 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	3	3	3	4	4	4
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

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
 1-2: Deflector Shield
 3-6: Light Disruptor
 7-17: Structure
 18-20: PRIMARY Hit

SPECIAL NOTES
 Gravitic Drive System
 Impulse Drive

AFT HITS
 1-3: Impulse Thruster
 4-5: Deflector Shield
 6-7: Medium Disruptor
 8-10: Warp Engine
 11: Tractor Beam
 12-17: Structure
 18-20: PRIMARY Hit

SENSOR DATA

Defensive EW

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

PRIMARY HITS
 1-6: Cargo
 7-9: Shield Generator
 10-12: Sensors
 13-14: Hangar
 15-17: Engine
 18-19: Reactor
 20: C&C

HANGAR
 0 Fighters
 2 Shuttles

ICON RECOGNITION

	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Medium Disruptor
	Light Disruptor

