



Orion Swift Solaria Slaver

SPECS

Class: Medium Ship
 In Service: 2250
 Point Value: 325
 Ramming Factor: 30
 Warp Delay: 7 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 9
 Stb/Port Defense: 10/1
 Engine Efficiency: 1/1
 Extra Power: 0
 Initiative Bonus: +13

WEAPON DATA

Medium Interrupter
 Class: Particle
 Mode: Standard
 Damage: 2d10+5
 Range Penalty: Special
 Range 0-16: -1 per 2 hexes
 Range 17+: -1 per hex
 Fire Control: +2/+2/+0
 Intercept Rating: -1
 Rate of Fire: 1 per 3 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

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.

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	1	2	2	2	3	3	3	4	4	4

FORWARD HITS
 1-3: Deflector Shield
 4-7: Medium Interrupter
 8-16: Structure
 17-20: PRIMARY Hit

SPECIAL NOTES
 Restricted Deployment (10%)
 Combat Transporter (+2)
 Agile Ship
 Gravitic Drive System
 Impulse Drive

AFT HITS
 1-3: Impulse Thruster
 4-5: Deflector Shield
 6: Medium Disruptor
 7-9: Warp Engine
 10: Tractor Beam
 11-16: Structure
 17-20: PRIMARY Hit

SENSOR DATA

Defensive EW

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

PRIMARY HITS
 1-4: Cargo
 5-7: Shield Generator
 8-11: Sensors
 12-13: Hangar
 14-16: Engine
 17-18: Reactor
 19-20: C&C

HANGAR
 0 Fighters
 2 Shuttles

ICON RECOGNITION

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

