



Orion Interceptor

Fast Attack Ship; Commissioned: 2139

Propulsion Data

Impulse System: SBD (.6c) (B) [-5]
 Warp System: WE-5 (3/4/5.2 OCU) (B) [-11]

Hull Data

Structure: 20 [51 space][0 space remains]
 Size/Decks: 4/4
 Length/Height/Beam: 120 /25/150 m
 Complement: 4 + 36 slaves

Tactical Data

Disruptors: K-GDM-1 (x2/B) [-8]
 Penetration: 3/2/2/0/0
 Polarizing Generators: HPG Mk 2 (B) [-7]
 Protection/Threshold: 10/1

Operational Data

Atmosphere Capable: No [0]
 Cargo Units: 40 [0]
 Life Support: Class 1 (B) [-3]
 Operations System: Class 1 (B) [-3]
 Sensor System: Class 2 (+2/+1/0/0/0/C) [-2]
 Separation System: No [0]
 Shuttlebay: 1 a [-2]
 Shuttlecraft: 4 size worth
 Tractor Beams: 1 av [0]
 Transporters: 2 standard [0]

Miscellaneous Data

Maneuver Modifiers: +2C, +1H, +2T
 Traits: Nimble [-5]
 Enhanced System (Warp) [-5]

Mission

The Orion Interceptor's primary goal is to acquire new property for sale for the Orion Syndicate, by whatever means necessary.



Background

The Orion Syndicate is a criminal organization that like all such entities emphasizes speed and stealth over sheer power and durability. This overarching policy is exemplified in its Interceptor design.

Features

The Orion Interceptor features technology from its nearest stellar neighbors, evident from its Klingon disruptors to its Romulan avian-inspired hull geometry. The Interceptor is a moderately armed ship for its era, and with its enhanced warp drive is faster than anything fielded by Earth's Starfleet. Due to its relatively small and compact design, the Interceptor is quite nimble and maneuverable.

Ships in Service

Name	Registry	Notes
Mar'nesh	N/A	Kidnapped 9 crew members from the <i>Enterprise NX-01</i> , then transferred that cargo to a processing station on Verex III (2154).