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## Elite dangerous orca ship kit

In: Ships, Saud Kruger, Passenger Liners
Comments Part 308 m/s (default) 348 m/s (upgraded) 390 m/s (default) 441 m/s (upgraded) 10.52 ly (default) 36.17 suffering (upgraded) 72 t (default) 194 t (max) 4× Utility Mounting 2× MediumPoint 1× Big Hardpoint 1× Class 1 Compartment 2× Class 2 Compartments 1× Class 3 Compartment 1× Class 4 Compartment 3× Class 5 Compartments 1× Class 6 Compartment
The Orca is a high-end passenger ship Kruger the market leader in civilian transport vessels. Like Saud Kruger's other ships, the Orca can accommodate a luxury passenger cabin so it can transport passengers in comfort and style. However, the Orca is not designed for combat or exploration and its internal compartments cannot accommodate military modules. — In-Game Description
The Orca is a ship produced by Saud Kruger. One of the galaxy's most popular passenger lines, the Orca combines Saud Kruger's signature sleek aesthetics and luxury accommodation in a relatively affordable package in the large-sized ship range. As with other Saud Kruger vessels, it is capable of granting luxury-class Passenger Cabins, a manufacturer-exclusive feature. Although the Orca's initial specifications aren't particularly impressive given its heavy focus on passenger transport, it can be transformed with the right modules and engineering into a surprisingly manoeuvrable ship with above-average jump range. In most roles, the Orca can get the job done in style. Review
The Orca is essentially a passenger carrier version of the Type-7 Transporter, offering many of the latter's advantages to focus almost entirely on passenger accommodation, similar to how the Dolphin matched the Type-6 Transporter. Where officially his maneuverability is slightly better than an Anaconda and worse than a Beluga Liner, in practice the Orca handles much better than this rating suggests. It has a remarkably high turning rate, especially yawning, high acceleration and maximum speed, and it's very good in punishment and estimate. However, its relatively small power plant and limited hard-point capacity prevent it from being a major combat ship. Its large size makes it an easy target, and its shields are mediocre at best for a ship of this size and class. The Orca's armor, on the other hand, can be adapted to values on par with other medium combat ships, such as the Federal Assault Ship, and pilots resting an Orca for combat, tend to fly it shieldlessly with the largest possible Hull Reinforcement Packages and Module Reinforcement Packages. It also makes it possible for the Orca to wade into anti-Thargoid combat, although better options are available. One of the biggest drawbacks of an Orca in combat is its hardpoint placement; all hardpoints are at the bottom of the ship, making it easy for enemy ships to emante Orca's firing range to remain. It has has stopped a handful of pilots from set up groups dedicated to fighting in Orcas, and like any ship, it's still formidable with engineering and skilled pilots. The jump range can reach a rather impressive average of 36lys, making it a very good explorer at a fraction of the price of the Anaconda. That makes the Orca a better ship for long-haul passengers who, than most others, catch and contribute heavily to its role as a cruise ship, allowing commanders to take many light-years high-paying VIPs. The range is still less than that of a Diamondback Explorer or Asp Explorer, both of which are a fraction of the price. As a merchant or miner, the Orca is a very bad option. In both aspects, the Type-7 is a much better option, especially because of the Orca's big price tag. At a maximum 194T of possible cargo it has the lowest of any large ship, even lower when protected. The biggest drawback the Orca has is its price tag: it's only slightly better on its roles than the Dolphin or Type-7, but at more than ten times the cost. It's also worse than the Beluga Liner at all but jumping range; Commanders looking for passenger missions can choose it instead. The Orca is very good at carrying passengers long distance, but because of the weight it is ill-advised to bring bulk passengers long distance; at which point the Dolphin outclasses the Orca. Orca hardpoints convergence
The Orca's hardpoints are placed as follows: all three hard points are located at the bottom of the ship, with the single Class 3 hardpoint placed in front of the front landing gear, and the two Class 2 hardpoints behind it and side by side. This placement is perfect for fixed weapons. The cabin is located at the bottom of massive window in front of the ship, with the stained seat on the left. From there, the pilot enjoys excellent viewing corners in all directions, but off. The Orca also has a second pilot seat and is compatible with Multicrew. The Orca's heat distribution capabilities are relatively weak, so caution should be taken when adding or engineering modules with high thermal load. The ship is particularly likely to overheat when fuel is isped. A silver lining to this inconvenience is that it can be combined with Silent Running and a weapon altered with Thermal Channel to deal with massive amounts of damage.
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Outfit Main Article: Outfit
All ships are highly customizable by the Equipment menu of Station Services. Listed below is the default load-out for the Orca.
Category Default System Default Rating Default Class Max Class Medium Hardpoint Wrist Laser(L) F 1 2 Pulse Laser (L) F 1 2 Large Hardpoint Blank -- -- 3 Utility Mount Blank -- -- 0 Blank -- -- 0 Empty -- -- 0 Empty -- -- 0 Bull Clockheads Lightweight Alloys I 1 8 Reactor Bay Power Plant E 5 5 Thrust Storage E 6 6 Frame Shift Drive Housing Frame Shift Drive E 5 5 Environmental Control Life Support E 6 6 Power Coupling Power Distributor E 5 5 Sensor Suite Sensors E 4 4 Fuel Shop Fuel Tank [x32] C 5 5 Internal Compartments Cargo Rack [x32] E 5 6 Cargo Rack [x16] E 4 5 Cargo Rack [x16] E 4 5 Peel Generator E 5 5 Cargo Rack [x8] E 3 4 Empty -- -- 3 Empty -- -- 2 Empty -- -- 2 Supercruise Assist E 1 1 Planetary Approach Suite (H) I 1 1 Trivia
Initial stickers could not be equipped. Now they and even some basic paint jobs are available (Live suit, Tactical suit, and Military suit) a 'confirmed seatbel' tone will sound in the cabin when using this ship's boost. According to the #84, with 0.016% of players launching it, the Orca is the least popular ship in the game. Beyond Chapter Four removes restrictions from the limited module slots on the Beluga Liner, Dolphin and Orca. This allows them to equip modules other than Passenger Cabins in those slots. [1] Videos gallery
Orca with the Black Friday paintjobOrca over Earth-like PlanetOrca mining inside an Ice RingSaud Kruger Orca BlueprintOrca and Coriolis stationOrca and an Earth-like planetOrca rear and a gas giantOrca and an Earth-like, Terrestrial planetAdd a photo after these gallery
References
^ Frontier Forums: Beyond - Chapter Four - Beta 1, post #191
Ships Saud Kruger Passenger Liners
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The Orca is a passenger ship that can install luxury cabins. It's not suitable for long-range missions because of its rather low 25ly range (with an engineer mod). It has 3 hardpoints (2 medium, 1 large), suitable for defense. For trading, the ship is okay (up to 192 units of cargo space), but there are better choices. It's not an exploration vessel, because of its low jump-range.
Fit Weapon Mounting Priority Item Cost Power Mass Gun Mount Large 1 2 3 4 5 -Advanced Plasma Accelerator (Fixed) Advanced Multi-Cannon (Fixed) Barn Blaster (Fixed) AX Missile-Rack (Fixed) AX Missile-Rack (Turret) AX Multi-Cannon (Fixed) AX Multi-Cannon (Fixed) AX Multi-CannonX Missile-Rack (Turret) AX Multi-Cannon (Fixed) AX Beam Laser (Fixed) Beam Laser (Gimbal) Beam Laser (Turret) Bars Laser (Fixed) Bars Laser (Gimbal) Bars Laser (Turret) Cannon (Fixed) Cannon (Gimbal) Cannon (Turret) (Vaste) Afdwinger Cannon (Vaste) Ensiem Missile Rack Rack Cannon (Gimbal) Fragment Cannon (Turret) Imperial Hammer (Fixed) Pacifier Frag Cannon (Fixed) Pack-Dog Stretch (Fixed) Pulse Disruptor (Fixed) Wrist Laser (Fixed) Wrist Laser (Gimbal) Wrist Laser (Turret) Remote Release Flechette Launcher (Fixed) Remote Release Flechette Launcher (Turret) Remote Release Flak Launcher (Fixed ) Remote Release Flak Launcher (Turret) Rail Gun (Fixed) Retaliation (Fixed) Missile Rack Multi-Cannon (Fixed) Multi-Cannon (Gimbal) Multi-Cannon (Turret) Me Launcher (Fixed) Mining Laser (Fixed) Mining Laser (Turret) Mining Lance (Fixed) Plasma Accelerator (Fixed) Searcher Missile Rack Seismic Charge Launcher ( Fixed) Seismic Charge Launcher (Turret) Shock Mine Launcher Sub-Surface Displacement Missile (Fixed) Sub-Surface Displacement Missile (Turret) Torpedo Pylon
Engineer module: Gun Mount Medium 1 2 3 4 5 -Advanced Multi-Cannon (Fixed) Barn Blaster (Fixed) Barn Blaster (Turret) AX Missile-Rack (Fixed) AX Missile-Rack (Tu TurTurret) AX Multi-Cannon (Fixed) AX Multi-Cannon (Revolver) Beam Laser (Fixed) Beam Laser (Gimbal) Beam Laser (Revolver) Burst Laser (Fixed) Burst Laser (Gimbal) Bar Laser (Revolver) Cannon (Fixed) Cannon (Gimbal) Cannon (Turret) Cryotoscramber (Fixed) Enforcer Cannon (Fixed) Enzyme Missile Rack Fragment Cannon (Fixed) Fragment Cannon (Gimbal) Fragment Cannon (Turret) Imperial Hammer (Fixed) Pack-Dog Rack (Fixed) Wrist Disruptor (Fixed) Wrist Laser (Gimbal) Wrist Laser (Turret) Remote Release Flechette Launcher (Fixed) Remote Release Flechette Launcher (Revolver ) Remote Release Flak Launcher (Fixed) Remote Release Flak Launcher (Turret) Rail Gun (Fixed) Retaliation (Fixed) Missile Rack Multi-Cannon (Fixed) Multi-Cannon (Gimbal) Multi-Cannon (Turret) Mine Launcher (Fixed) Mining Laser (Fixed) Mining Laser (Turret) Mining Lance (Fixed) Plasma Accelerator (Fixed) Searcher Missile Rack Seismic Charge Launcher (Fixed) Seismic Charge Launcher (Turret) Shock Mine Launcher Sub-Surface Displacement Missile (Fixed) Sub-Surface Displacement Missile (Turret) Torpedo Pylon
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Determ Engineer module: Utility Mounts Priority Item Cost Power Mass Utility Mount 1 2 3 4 5 -Cargo Scanner Chaff Launcher Electronic Countermeasures Frame Shift Wake Scanner Heat Sink Launcher Pulse Wave Analyser Point Defense Turret Shield Booster Death

Warranty Scanner Xeno Scanner ♦ Engineer module: Utility Mount 1 2 3 4 5 -Cargo Scanner Chaff Launcher Electronic Countermeasures Frame Shift Wake Scanner Heat Sink Launcher Wrist Golf Analyser Point Defense Turret Shield Booster Kill Warranty Scanner Xeno Scanner ♦ Engineer module : Utility Mount 1 2 3 4 5 -Cargo Scanner Chaff Launcher Electronic Countermeasures Frame Shift Wake Scanner Heat Sink Launcher Pulse Wave Analyzer Point Defense Turret Shield Booster Death Warranty Scanner Xeno Scanner ♦ Engineer module: Utility Mount 1 2 3 4 5 -Cargo Scan Chaff Launcher Electronic Countermeasure Frame Shift Wake Scanner Heat Sink Launcher Pulse Wave Analyzer Point Defense Turret Shield Booster Death Warrant Scanner Xeno Scanner ♦ Engineer module: Sub-systems Priority Item Cost Power Mass Bulkhead Lightweight-Alloy Reinforce-Alloy Military-Grade-Composite-Surface-Composite Re active-surface-composite ♦ Engineer module: Power Plant C5 2 Tbsp 2D 2C 2B 2A 3E 3D 3C 3B 3A 4E 4D 4C 4B 4A 5E 5D 5C 5B 5A ♦ Engineer module: Push C6 1 2 3 4 5 2 Tbsp 2D 2C 2B 2A 3E 3D 3C 3B 3A 4E 4D 4C 4B 4A 5E 5D 5C 5B 5A 6E 6C 6B 6A ♦ Engineer module : Frame Shift Drive C5 1 2 3 4 5 2 Tbsp 2D 2B 2B 2A 3E 3D 3C 3B 3A 4E 4D 4C 4B 4A 5E 5D 5C 5B 5A ♦ Engineer module: Life Support C 6 1 2 3 4 5 6E 6D 6C 6B 6A ♦ Engineering Module: Power Distributor C5 1 2 3 4 5 1 Tbsp 1D 1C 1B 1A 2E 2D 2C 2B 2A 3E 3D3D 3B 3A 4E 4D 4C 4B 4A 5E 5D 5C 5B 5A ♦ Engineering Module: Sensors C4 1 2 3 4 5 4E 4D 4C 4B 4A ♦ Engineering Module: Fuel Tank Note: Default: Fuel Tank (32) C5 1C 2C 3C 4C 5C Ship/Cargo Hatchback 1 2 3 4 5 48,539,887cr -0.6mw 580t Internal Compartments Priority Item Cost Power Mass Passenger Slot Note : Default: Passenger Cabin (Economy) C6 1 2 3 4 5 -Business Class Passenger Cabin Cargo Economy Class Passenger Cabin First Class Passenger Cabin Hull Reinforcement Package Reinforcement Package Luxury Class Passenger Cabin ♦ Engineer module: Passenger Lock Note: Default: Passenger Cabin (Economy) C5 1 2 3 4 5 class passenger cabin Cargo Stretch Economy class passenger cabin First class passenger cabin Hull Reinforcement Package Module Reinforcement Package ♦ Engineer module: Internal Compartment Note: Default: Cargo (16) C5 1 2 3 4 5 -Advanced Dock Computer Auto Field Maintenance Unit Bi-Weave Shield Generator Business Class Passenger Cabin Cargo Collector Limpet Controller Corrosion Resistant Cargo Rack Decontamination Limpet Controller Detailed Surface Scanner Economy Class Passenger Cabin Frame Shift Drive Interdictor First Class Passenger Cabin Fuel Scoop Fuel Tank Fuel Transmission Limpet Controller Guardian FSD Booster Hull Reinforcement Package Hatchback Limpet Controller Module Reinforcement Package Meta Alloy Hull Reinforcement Recon Limpet Controller Repair Limpet Controller Planetary Vehicle Hangar Prospector Limpet Controller Prismatic Shield Generator Shield Cell Bank Shield Standard Generator Docking Computer Superc Exchanges Help Refinery Research Limpet Controller ♦ 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Docking Computer Auto Field Maintenance Unit Bi-Weaving Shield Generator Cargo Rack Collector Limpet Controller Corrosion Resistant Cargo Rack Disinfection Limpet Controller Detailed Surface Scanner Frame Shift Drive Interdictor Fuel Scoop Fuel Tank Fuel Transmission Limpet Controller Guardian FSD Booster Hull Reinforcement Package Hatchback Limpet Controller Module Reinforcement Package Meta Alloy Hull Reinforcement Recon Limpet Controller Repair Limpet Controller Prismatic Shield Generator Shield Cell Bench Standard Dock Computer Supercruise Help Refinery Research Controller ♦ Engineer module: Total Hull power- Shield power- Power usage- (max) Total mass- Jump series- (range) Rebuy cost- Standard Beta (-25%) Alpha (-50%) Build Cost- (ship costs 48,539,887) Passengers Economy - Business - First - Luxury - ArmorY Thermal - Kinetic - Explosive - Fuel Total - Fuel/Max jump - Max jump - Spare/Share options Share link Ship build Quick builds a long range a class of Max cargo E Passengers to post comments you need to register and sign up. sign-up.

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