

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

								10

SHIP DATA TABLE

TYPE = T-BR
 BREAKDOWN = 6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 CLOAK COST = 12/4

TURN MODE SPEED

A 1 2-6
 HET 2 7-12
 3 13-19
 BD 4 20-26
 5 27+

THIS SHIP CANNOT HAVE MORE THAN ONE PH-G IN EACH OF ITS OPTION PACKAGES. ORIONS WITH DRONE RACKS CAN TRADE TWO TYPE-I DRONES FOR ONE TYPE-IV (TWICE).

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

OPTIONAL WEAPONS

A	
B	
C	

APPROVED BY TOURNAMENT JUDGES

D	PH-I-LS	DRONE-B	FUSION L+LF
E	PH-I-RS	DRONE-B	FUSION RF+R

THIS IS PACKAGE A B

DRONE RACKS

(No Reloads)

A	B	C	D	E	A	B

DELETE UNUSED RACKS

PLAYER	
TOURN	
ROUND	

OPTIONAL WEAPON

HIT & RUN DERFACS

CLOAK

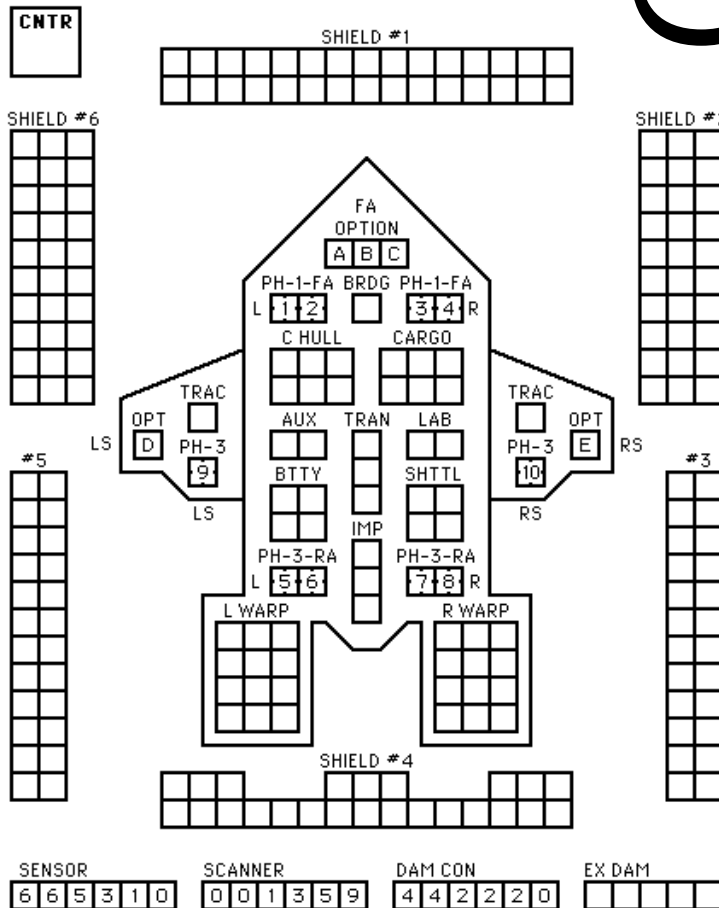
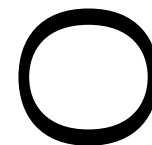


FA = LF + RF
 LS = LF + L + LR
 RS = RF + R + RR
 RA = LR + RR

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX 5 = HET COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

ORION TOURNAMENT BATTLE RAIDER



HIT & RUN TABLE

1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

H&R vs GUARDS

1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R