ORION TOURNAMENT BATTLE RAIDER

GUARDS ASSIGNED

REVISED 09 MARCH 2000.

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	

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

APPROVED BY TOURNAMENT JUDGES

THIS IS PACKAGE A B

DRONE RACKS (No Reloads)

A							B
B							B
C							B
D							B
E							B

DELETE UNUSED RACKS

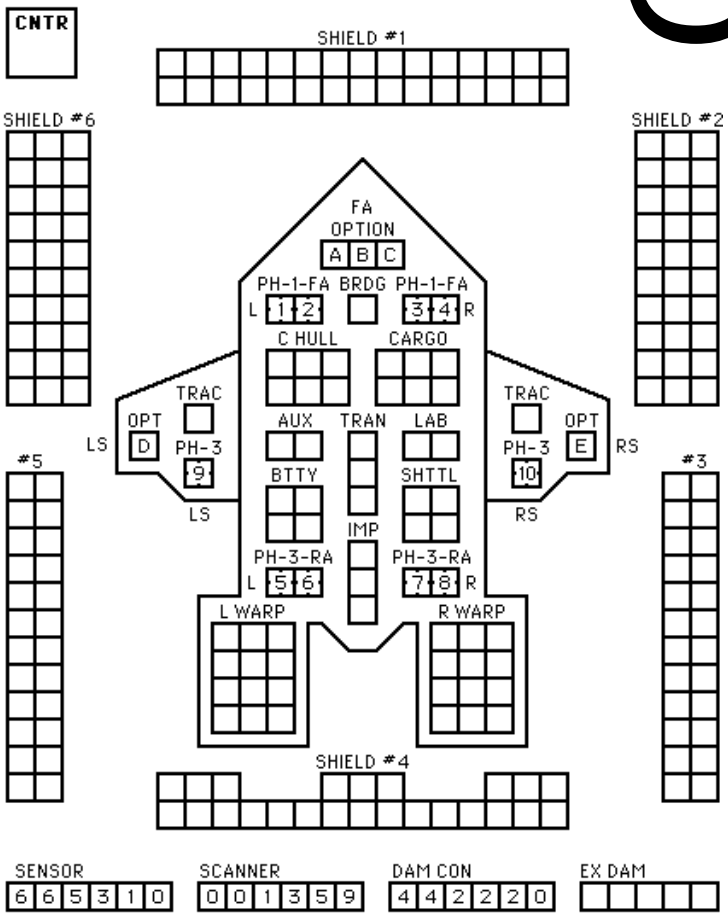
PLAYER	
TOURN	
ROUND	

OPTIONAL WEAPON

HIT & RUN DERFACS ☐

CLOAK ☐

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



SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 3 1 0	0 0 1 3 5 9	4 4 2 2 2 0	

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

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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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