



Orion Raider Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2245
Point Value:
Ramming Factor: 70
Warp Delay: 12 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12 (14)
Stb/Port Defense: 12 (14)
Engine Efficiency: 3/1
Extra Power: See Options
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

0 Fighters
2 Shuttles

WEAPON DATA

Medium Phaser Bank

Class: Molecular
Mode: R, S
Damage: 3d10+5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire for an accelerator ROF for less damage, as shown below: 1 per turn: 1d10+4

Point Defense Phaser

Class: Molecular
Mode: Standard
Damage: 1d10
Range Penalty: -2 per hex
Fire Control: +2/+2/+2
Intercept Rating: -3
Rate of Fire: 1 per turn

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.

FORWARD HITS

1-3: Deflector Shield
4-5: Nose Option Mount
6-9: Wing Option Mount
10-11: Medium Phaser
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-4: Impulse Thruster
5-6: Deflector Shield
7-8: Pt Defense Phaser
9: Hangar
10: Tractor Beam
11-13: Warp Engine
14-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
(1-8: If Cloak Installed)
(9-10: Cloaking Device)
11-12: Shield Generator
13-15: Sensors
16-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES

Gravitic Drive System
Impulse Drive
Stealth
Atmospheric Capable
See Rules for Option Mounts
Engine Doubling

SENSOR DATA

Defensive EW

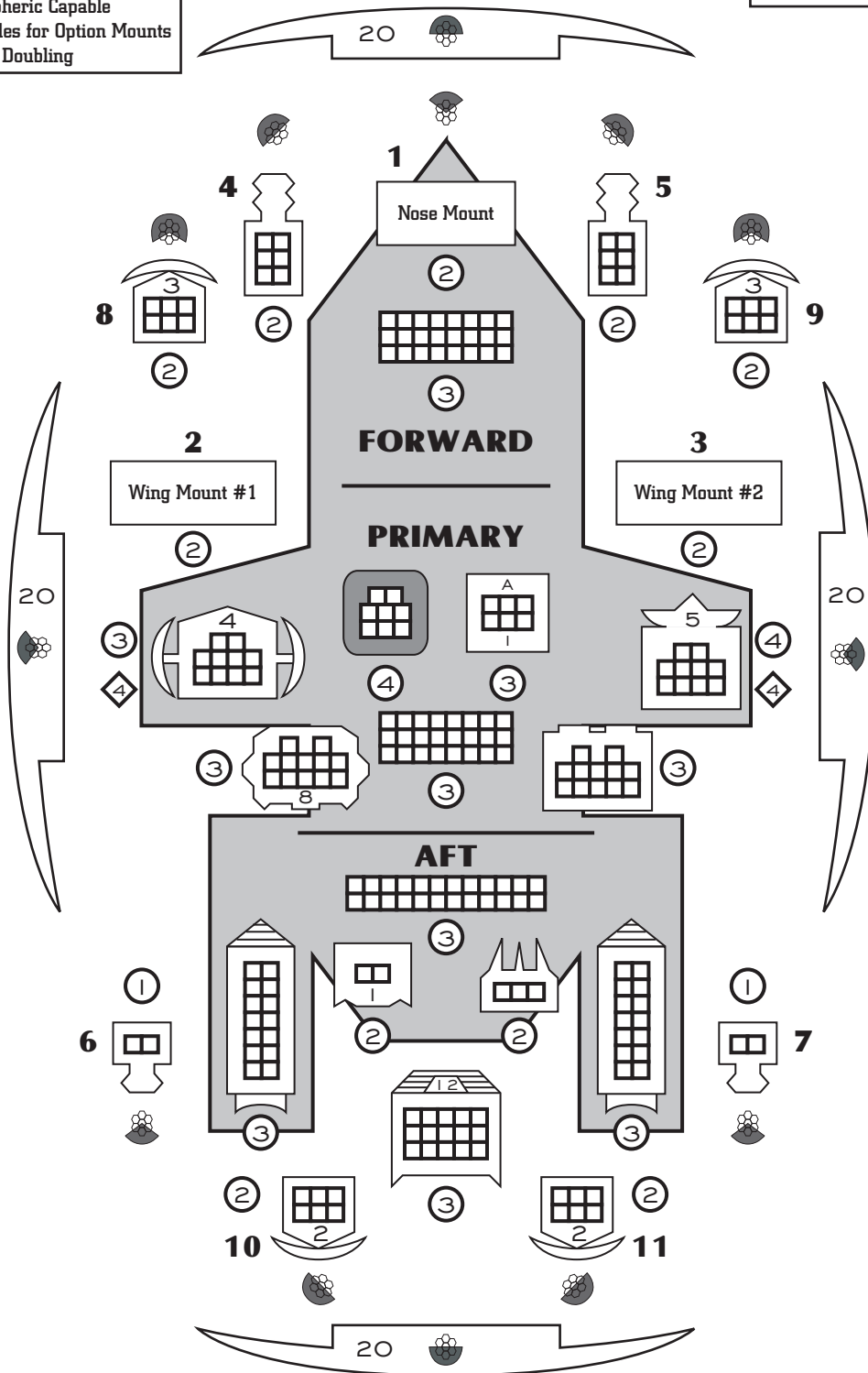
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

Options

+6 Power before adding option mount weapons and / or cloaking device.

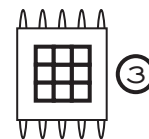
ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Cloaking Device
- Tractor Beam
- Medium Phaser
- Point Defense Phaser



STARBOARD

Cloak Refit



Point Value:
1. Add Cloaking Device to the Primary Section. The Cloak requires 4 points of power to use.