ORION TOURNAMENT HEAVY CRUISER

GUARDS ASSIGNED

REVISED 09 MAR 00.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

SHIP DATA TABLE

TYPE	=	T-CA
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

CNTR

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

HIT & RUN DERFACS

TURN MODE	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

B

HET

BD

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

APPROVED BY TOURNAMENT JUDGES

THIS IS PACKAGE

A B

DRONE RACKS (No Reloads)

A							B
B							B
C							B
D							B
E							B
F							B

DELETE UNUSED RACKS

PLAYER	
TOURN	
ROUND	

PLASMA-D RACKS (No Reloads)

E				
F				

DELETE UNUSED RACKS

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

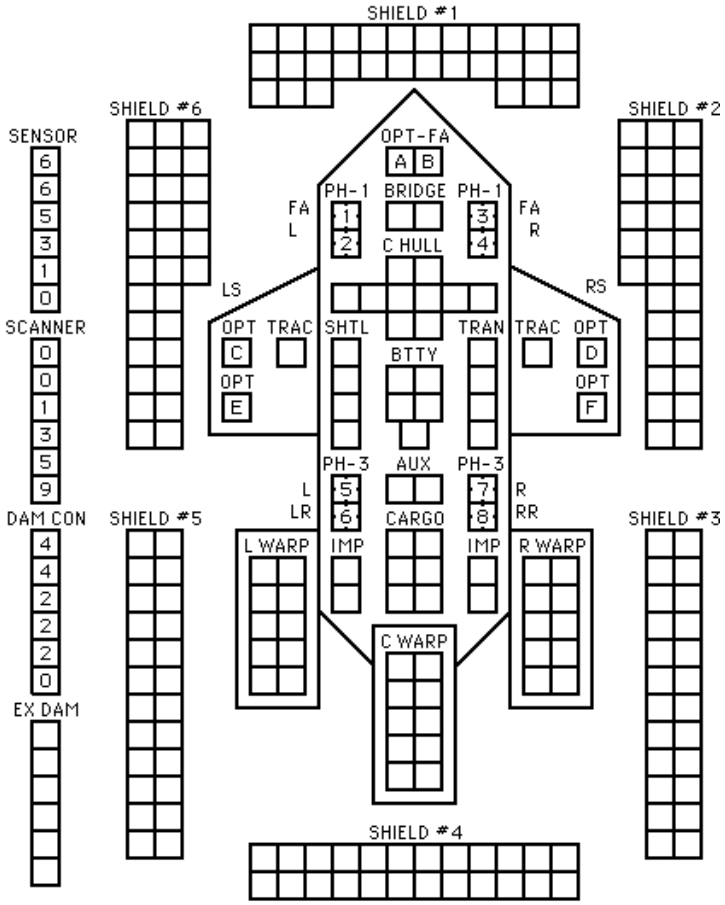
OPTIONAL WEAPON

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



MOVEMENT COST = 1
HET COST = 5

H