

ORION PIRATES

Designation	SFB Ref #	Factors On Counter	Product	Cmd (754.0)	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Salvage (439.0)	Notes and Special Cases; EW, Shock
DN DREADNOUGHT										
DN			NO?							Conjectural
BCH HEAVY BATTLECRUISER										
BCH	17	10/5	CO	10	Y179	BCH(3)	From BC: 2	Schedule: 10	2.5	Basic Hull Type (BCH); Lease = 2.5
BCS	38	10(3)P/5(1)P	AO	10	Y180	BCH(3)	From BC: 7+6 From BCH: 6+6 From BCV: 2	For BCH: 15+6	2.5	Battle Control Ship (525.54); Lease = 3.25+
BCV	37	10(6)/5(3)	AO	10	Y180	BCH(3)	From BC: 3+12 From BCH: 2+12	For BCH: 12+12	2.5	Medium Carrier; Lease = 4
BC BATTLECRUISER										
BC	27	9/5	AO	9	Y174	BC(3)	From BC?: 2	Schedule: 9	2.25	Basic Hull Type (BC); Lease = 2.25
CA HEAVY CRUISER										
CA	3	8/4	F&E	8	Y131	CA(3)	See (440.4).	Schedule: 8	2.0	CA Basic Hull; Lease = 2
CVD	41	3-8(12)/1-4(6)	FO	8	Y175	CA(3)	From CA: 3+24	For CA: 10+24	2.0	Medium Carrier, Lease = 3, Oversized Squadron.
CX	201	14/7	AO	9	Y183	CA(3)	From CA: 8	For CA: 14	3.5	X-Ship; Lease = 3.5 §
BRH HEAVY BATTLE RAIDER										
BRH	29	8/4	SO	8	Y175	BRH(3)	From BR: 3	For BR: 6	1.5	Heavy Battle Raider (NCA)
BHV	45	8(6)/4(3)	FO	8	Y175	BRH(3)	From BR: 3+12 From BRH: 2+12 From CVS: 1	For BR: 6+12	1.5	Carrier Variant of BRH (NCA).
BHP	46	4-8♦P/2-4P	SO	8	Y180	BRH(3)	From BRH: 5 From BRP: 3 From BR: 6	For BR: 11	1.5	PFT variant of BRH (NCA). EW=2.
BR BATTLE RAIDER										
BR	13	7/4	F&E	6	Y167	BR(3)	See (440.4).	Schedule: 5	1.25	CW: Basic Hull; Lease = 1.75 §
BRE	13R	5-7■/3-4■	FO	6	Y169	BR(3)	From BR: 1	For BR: 6	1.25	Heavy Escort; Lease = 1.25 §
CVS	16	6-7(6)/3-4(3)	FO	6	Y170	BR(3)	From BR: 2+12	For BR: 7+12	1.25	Medium Carrier; Lease = 3
CVS (3CVS)	—	14-19(6)/7-11(3) CVS+BRE+DWE	FO	6	Y170	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group; Lease = 5
CVP	42	3-7(9)/1-4(4▲)	FO	6	Y175	BR(3)	From BR: 3+18 From CVS: 2+6	For BR: 7+18	1.25	Medium Carrier, Oversized Squadron, Lease =3.
MBR	51	7+7/4		6	Y175	BR(3)	From BR: 4	For BR: 7	1.25	Conjectural Mauler
BPF (BRP)	19	4-7P♦/2-4P	CO	6	Y180	BR(3)	From BR: 5 From CVS: 5	For BR: 10	1.25	PF Tender, Scout, EW=2; Lease = 1.5
SAL SALVAGE CRUISER										
SAL	4	6-8/3-4	CO	6	Y149	SAL(3)	From CVL: 2	Schedule: 8	2.0	Base Hull Type; Lease = 1.5
CVL	6	6-8(4)/3-4(2)	F&E	6	Y169	SAL(3)	From SAL: 2+8	Schedule: 10+8	2.0	Medium Carrier; Lease = 1.5
CVL (3CVL)	—	13-18(4)/6-9(2) CVL+CRE+LRE	FO	6	Y169	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group; Lease = 4.25

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LVS	39	6-8(6)/3-4(3)	AO	6	Y169	SAL(3)	From SAL: 3+12 From CVL: 1+4	For SAL: 11+12	2.0	Medium Carrier (Improved); Lease = 3
CSV	43	3-8◆(8H)/1-4(4H)	FO	6	Y175	SAL(3)	From SAL: 3+16 From CVL: 2+8	For SAL: 12+16	2.0	Scout (Medium) Carrier, heavy fighters, EW=2; Lease =3.
SGS	40	6-8(6)P◆/3-4(3)P	AO	6	Y180	SAL(3)	From LVS: 5 From CVL: 6+4 From SAL: 6+12	For SAL: 13+12	2.0	Space Control Variant, Scout; Lease = 3+ (2EW:2AF)(1EW:6AF)
PFT	9	4-8P◆/2-4P	CO	6	Y180	SAL(3)	From SAL or CVL: 5	For CVL: 13	2	PF Tender; Scout; Lease = 1+ (2EW:2AF)(1EW:4AF)
SAX	203	10/5	AO	7	Y184	SAL(3)	From SAL: 4	For SAL: 10	2.5	X-Ship; Lease = 2.5
CR RAIDER CRUISER										
CR	2	6/3	F&E	6	Y126	CR(3)	See (440.4).	Schedule: 6	1.5	CL: Basic Hull; Lease = 1.5 §
CRE	2R	4-6■/2-3■	FO	6	Y169	CR(3)	From CR: 1	For CR: 7	1.5	Heavy Escort; Lease = 1 §
CRX	202	10/5	AO	7	Y182	CR(3)	From CR: 6	For CR: 10	2.5	X-Ship; Lease = 2.25 §
UNUSUAL ORION SHIPS										
DBR	14	6/3	CO	6	Y167	DBR(4)	From 2LR: 2	Schedule: 6	1.5	Basic Hull; Lease = 1.5 §
DCR	31	9/5	AO	8	Y172	DCR(3)	From 2CR: 2	Schedule: 9	2.25	Basic Hull; Lease = 2.25
HDW HEAVY WAR DESTROYER										
HDW	34	6-7(1)/3-4	AO	5	Y181	HDW(4)	From DW: 2+1	For DW: 5+1	1.25	Modular Ship (525.2); Lease = 1.75 Battle Group § in some modes
HDWV	34	6-7(6)/3-4(3)	AO	6	Y181	HDW(4)	See (525.2) in AO.	(525.2) in AO.	1.25	Carrier mode of HDW.
DW WAR DESTROYER										
DW	18	5/3	F&E	5	Y173	DW(4)	From DW?: 1	Schedule: 3.5	0.875	Basic Hull; Lease = 1.25 §
DWE	18R	3-5■/1-3■	FO	5	Y173	DW(4)	From DW: 1	For DW: 4.5	0.875	Light Escort; Lease = 0.75 §
DWS	24	2-5◆/1-3	CO	5	Y174	DW(4)	From DW: 2	For DW: 5.5	0.875	Scout; EW=2; Lease = 1.25 §
DWV	32	5(4)/3(2)	AO	5	Y176	DW(4)	From DW: 1+8	Schedule: 4.5+8	0.875	Escort Carrier; Lease = 2.25
LR LIGHT RAIDER										
LR	7	4/2	F&E	3	Y128	LR(4)	See (440.4).	Schedule: 2.5	0.625	FF: Basic Hull; Lease = 1 §
LRS	23	1-4◆/0-2	CO	3	Y149	LR(4)	From LR: 2	For LR: 4.5	0.625	Scout; EW =1; Lease = 0.5 §
LRE	7R	3-4■/1-2■	FO	3	Y169	LR(4)	From LR: 1	For LR: 3.5	0.625	Light Escort; Lease = 0.75 §
FCR	33	3-4[6]■/1-2	AO	3	Y172	LR(4)	From LR: 1+6	For LR: 3.5+6	0.75	Carrier Resupply Ship; Lease = 1.75 §
LX	205	7/4	AO	4	Y182	LR(4)	From LR: 5	For LR: 8	2.0	X-Ship; Lease = 1.75
SLV SLAVER UTILITY SHIP										
SLV	5	2-4/1-2	AO	3	Y128	SLV(4)	From Variant: 1	Schedule: 3	0.75	Base Hull Type; Cargo = 5EP; Lease = 0.5 §
VIK	8	1-4G/0-2	CO	3	Y128	SLV(4)	From SLV: 2	For SLV: 3	0.75	Commando ship; Lease = 0.25 §
SVL	44	1-4(6)/0-2(3)	FO	3	Y171	SLV(4)	From SLV: 2+12	For SLV: 5+12	0.75	Medium Carrier, Lease = 2.
POLICE UNITS										

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POL (DD)	47	4/None	PO	5	Y125	POL(4)	—NA—	Schedule: 2.5	0.0	Police Cutter (531.0), no cloak.
FLG	A1	2-4♦G/None	PO	4	Y135	POL(4)	From POL: 3	For POL: 4	0.0	Police Flagship, Scout (EW=1), Commando (one battalion). No Cloak.
PV (DV)	48	4(3)/None	PO	5	Y168	POL(4)	From POL: 1+6	For POL: 3.5+6	0.0	Police Carrier, no cloak.
PF FLOTILLAS										
			NO?							
			NO?							
MOBILE SUPPORT UNITS										
APT	8	0-1/None	SO	0	Y125	APT(4)	None	Unlimited: 1	0.2	Armed Priority Transport, Can carry DIP, ADM, MG, PT, 1EP. Use Generics.
PTR	67	1-2/0-1	SO	3	Y130	FT(4)	None	One/turn: 2	0.0	Prime Transport. Can carry ADM, MG, PT, DIP, 1EP.
REPAIR DOCKS										
FRD	10	1-4/None	F&E	0	Y139	FRD(2)	—NA—	(431.2): 10	0.0	See (421.0)
FRD+	10	1-4(6)/None	AO	0	Y139	FRD(2)	From FRD: 2+6	(431.2): 10+6	0.0	See (421.0) With fighter modules
BASES										
BS	R1.3	10(6)♦/5(3)♦	CO	8	Y120	BS(3)	From MB: 5+6	—NA—	0.0	See (444.0).
BATS	R1.2	12P(6)♦/6P(3)♦	F&E	9	Y130	BATS(2)	From MB: 9+6 From BS: 4 (444.31)	—NA—	0.0	See (433.41), (441.0), and (510.3)
Ftr-Module	R1.4	0(3)/0(1▲)	AO	0	Y165	—NA—	None	(441.4): 1+3	0.0	Fighter module for base or FRD
Ftr-Depot	NA	0[6]/0	FO	0	Y172	—NA—	None	(443.3): 6	0.0	See (443.0).
PLANETARY INSTALLATIONS										
PDU	14	3(6)/None	F&E	0	Y165	—NA—	From PGB (441.3)	Built: 4+3 Self-Gen: 5+3 Upgrade: 7+3	0.0	See (508.1) and (431.2).
C-BASE	NA	8/None	PO	0	Y166	—NA—	From Colony: 7	—NA—	0.0	Colony Base, see rule (446.5).
COLONY	NA	0/None	PO	0	Y166	—NA—	—NA—	(446.13): 2+2+2	0.0	Colony, see rule (446.0)
PRD	Future	0-2/None	PO	0	Y170	—NA—	—NA—	(425.11): 3 / 5 / 7	0.0	Planetary Repair Dock
Shipyards	Future	0/None	PO	0	Y170	—NA—	—NA—	(450.12): varies	0.0	Secondary Shipyards, see rules.
MARKERS AND SPECIAL UNITS										
Prime Team	G32	Prime Team	CO	0	Y120	—NA—	—NA—	(522.11): 5	0.0	Prime Team
Marine	NA	★★	PO	+1	Y171 (War)	—NA—	—NA—	(321.12): 5	0.0	Marine Major General, See (321.0).
MEGA	J16	(+2-0)/None	PO	0	Y179(A)	NA	—NA—	(535.13): 5	0.0	Megafighter Packs
MEGA-H	J16	(+1-0H)/None	PO	0	Y179(B)	NA	—NA—	(535.13): 3	0.0	Megafighter Packs for heavy fighters

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Revised 7 AUGUST 2008
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Z-SYMBOLS USED: ◆ = scout; § = can be in battle group, ‡ = two-step conversion, ■ = carrier escort, ★ = leader, ▲ = half factor of fighters.										