ORION HEAVY BATTLECRUISER

FLEET SCALE

COUNTER BCH
POINT VALUE: 93
DAMAGE CONTROL: 3

POWER TRACK +30

Power when undamaged: 20 + 3 + 16.

STEALTH COATING: Add one to all direct-fire die rolls targeted on this ship. Seeking weapons miss this ship on a die roll of "6".
There is no probe launcher on this ship.
WEAPONS: See rule 5L1.
CLOAK: Only some ships of this type have the cloaking device installed. If installed, the point value is increased by 15.

OPC
Name

PLASMA ARMING

A								F/G	S
B							F		

MARINES

10				
5				

WEAPONS USED

A	B	1	2	
3	4	5	6	Z

WEAPON ARMING

A	P	L	+4	+8
B	P	L	+4	+8

FRAME DAMAGE

3		

CLOAK COST = 1+1/4

TURN MODE C
MOVE COST 1/2

BASE SPEED 8
TURN MODE 2
SPEED COST 4

BASE SPEED 16
TURN MODE 3
SPEED COST 8

BASE SPEED 24
TURN MODE 5
SPEED COST 12

ACCELERATION COST 1/2

DECELERATION COST 1/2

HIGH ENERGY TURN COST 2+1/2

EVASIVE MANEUVER COST 3

DRONE RACKS IN WPN BOXES

A			
B			

DRONE RACK Z

DRONES

1					
2					
3					
4					
5					
6					

DRONES

7				
8				
9				
10				
11				
12				

SHIELD #1

					18					

#6

15

#5

12

#2

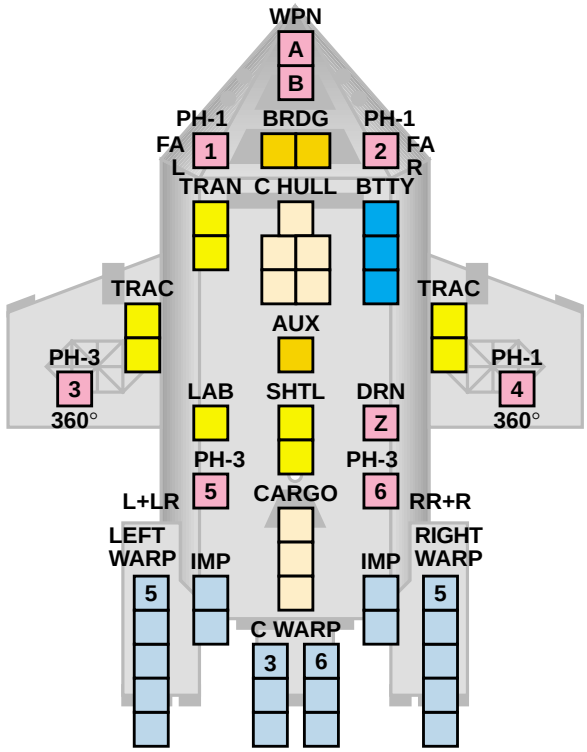
15

#3

12

Plas-F

1	2
20	20
15	15
10	10
5	5



SHIELD #4

						12				

FRACTIONAL POWER

0 1/4 1/2 3/4

9 8 7 6 5 4 3 2 1 0

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LARGER SHIP CARD

FEDERATION COMMANDER: ORION ATTACK
FLEET SCALE SHIP CARD #116 of 113-128
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ORION HEAVY BATTLECRUISER
SQUADRON SCALE

COUNTER: BCH
POINT VALUE: 186
DAMAGE CONTROL: 6

OPC
Name

POWER TRACK

Power when undamaged: 38 + 5 + 32.

+70
+60
+50
+40
+30
+20
+10

STEALTH COATING: Add one to all direct-fire die rolls targeted on this ship. Seeking weapons miss this ship on a die roll of "6".
There is no probe launcher on this ship.
WEAPONS: See rule 5L1.
CLOAK: Only some ships of this type have the cloaking device installed. If installed, the point value is increased by 30.

PLASMA ARMING

A							G	S
B							G	S
C					F			
D					F			

MARINES

20							
12							
6							

WEAPONS USED

A	B	C	D	1	2
3	4	5	6	7	8
9	10	11	12	Y	Z

WEAPON ARMING

A	P	L	+4	+8
B	P	L	+4	+8
C	P	L	+4	+8
D	P	L	+4	+8

FRAME DAMAGE

6					

CLOAK COST = 2+1/2

TURN MODE C
MOVE COST 1

BASE SPEED 8
TURN MODE 2
SPEED COST 8

BASE SPEED 16
TURN MODE 3
SPEED COST 16

BASE SPEED 24
TURN MODE 5
SPEED COST 24

ACCELERATION COST 1

DECELERATION COST 1

HIGH ENERGY TURN COST 5

EVASIVE MANEUVER COST 6

DRONE RACKS IN WPN BOXES

A		
B		
C		
D		

DRONE RACK Y

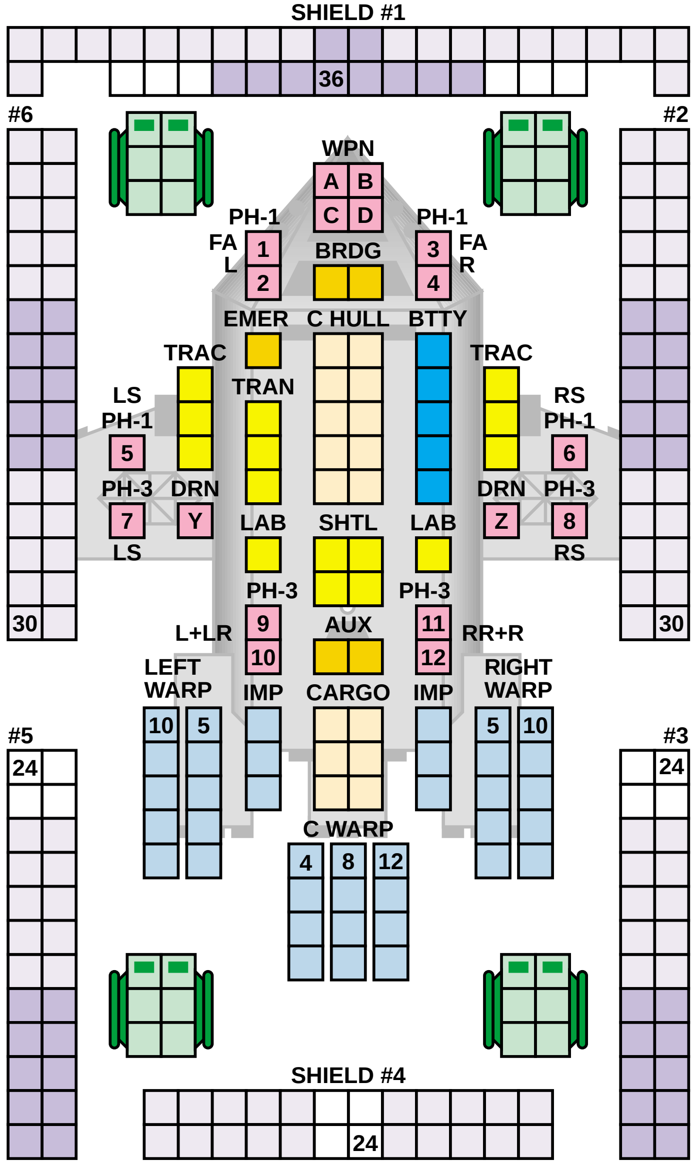
DRONE RACK Z

DRONES

1				
2				
3				
4				
5				
6				

DRONES

7				
8				
9				
10				
11				
12				



Plasma-F

1	2	3	4
20	20	20	20
15	15	15	15
10	10	10	10
5	5	5	5

9
8
7
6
5
4
3
2
1
0

FRACTIONAL POWER
0 1/4 1/2 3/4

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LARGER SHIP CARD

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