



# ORION PIRATE LIGHT RAIDER

## SQUADRON SCALE

COUNTER   
 POINT VALUE: 75  
 DAMAGE CONTROL: 4



POWER TRACK

- 25
- 24
- 23
- 22
- 21
- 20
- 19
- 18
- 17
- 16
- 15
- 14
- 13
- 12
- 11
- 10
- 9
- 8
- 7
- 6
- 5
- 4
- 3
- 2
- 1
- 0

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".

OPR \_\_\_\_\_  
 Name

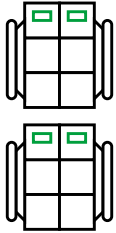
NO PROBE LAUNCHER ON THIS SHIP

MARINES

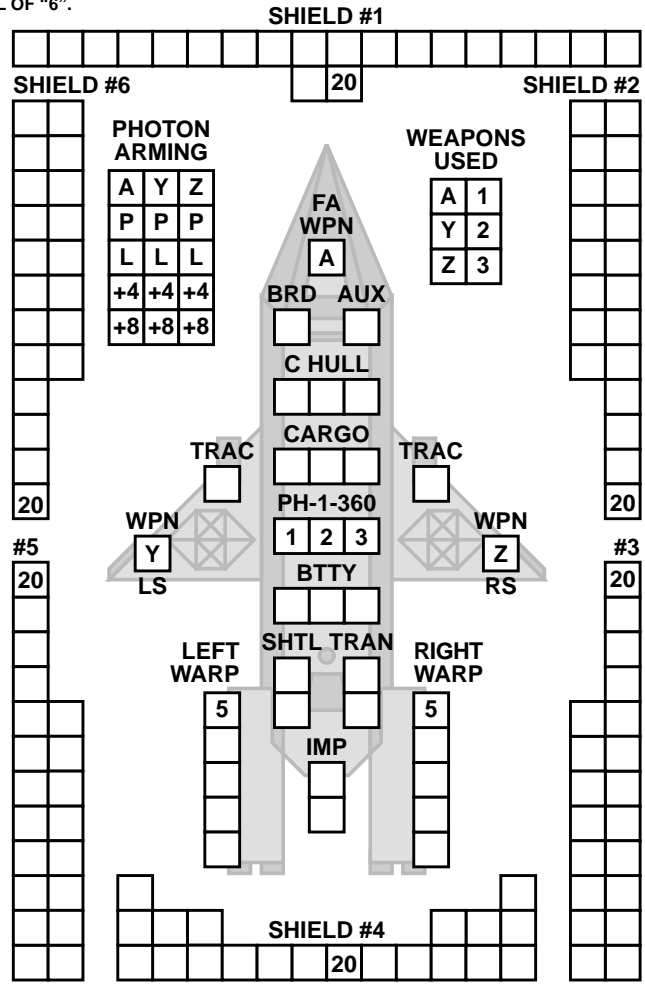
8		
4		

FRAME DAMAGE

4		
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TURN MODE AA MOVE COST 1/4
BASE SPEED 8 TURN MODE 1 SPEED COST 2
BASE SPEED 16 TURN MODE 2 SPEED COST 4
BASE SPEED 24 TURN MODE 3 SPEED COST 6
ACCELERATION COST 1/4
DECELERATION COST 1/4
HIGH ENERGY TURN COST 1+1/4
EVASIVE MANEUVER COST 1+1/2



DRONE RACK Y


DRONE RACK Z


DRONES

1			
2			
3			

DRONES

4			
5			
6			

WEAPON A can be Photon, Disruptor (range 15), or Phaser-1, Plasma-F, Fusion Beam, or Phaser-G.

WEAPONS Y and Z can be drone racks (360°), Plasma-F, Phaser-1 or G (LS or RS), ADDs, Disruptor (range 15), Photons, or Fusion Beams.

Ship loses only one warp box when doubling engine output.



FEDERATION COMMANDER: KLINGON ATTACK SQUADRON SCALE SHIP CARD #29 OF 17-32  
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FRACTIONAL POWER  
 0    1/4    1/2    3/4