

ORION PIRATE SALVAGE SHIP SQUADRON SCALE

COUNTER SAL
 POINT VALUE: 113
 DAMAGE CONTROL: 6



POWER TRACK

+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.

WEAPON A or B can be a Photon, Disruptor, Phaser-1, Phaser-G, Plasma-F, Drone Rack (360°), Hellbore, or Fusion Beam. Decide before the game begins.

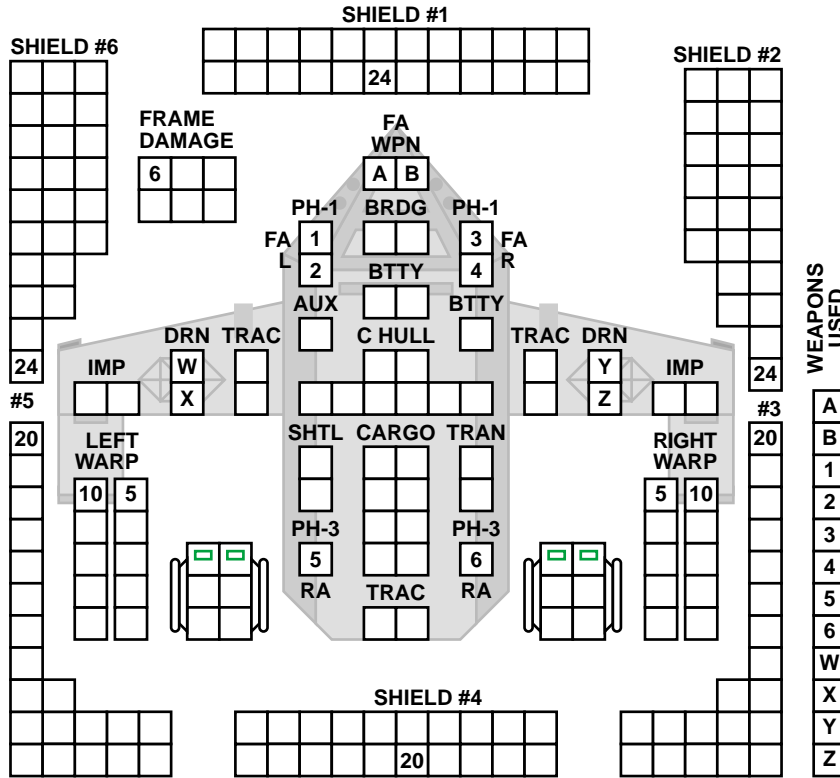
PROBES: Ship has no probe launcher.

OPR
 Name _____

PHOTON ARMING

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

Power when undamaged:
 24 + 3 + 20.



WEAPONS USED

A
B
1
2
3
4
5
6
W
X
Y
Z

9
 8
 7
 6
 5
 4
 3
 2
 1
 0

ACCELERATION COST 3/4	TURN MODE C MOVE COST 3/4
DECELERATION COST 3/4	BASE SPEED 8 TURN MODE 2 SPEED COST 6
HIGH ENERGY TURN COST 3+3/4	BASE SPEED 16 TURN MODE 3 SPEED COST 12
EVASIVE MANEUVER COST 4+1/2	BASE SPEED 24 TURN MODE 5 SPEED COST 18

RACK W

RACK X

MARINES

20	
18	
12	
6	

DRONES

1			
2			
3			
4			
5			
6			

RACK Y

RACK Z

30 FEDERATION COMMANDER: KLINGON ATTACK
 SQUADRON SCALE SHIP CARD #30 OF 17-32
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FRACTIONAL POWER
 0 1/4 1/2 3/4