ORION HEAVY BATTLECRUISER
FLEET SCALE

COUNTER: BCH
POINT VALUE: 93
DAMAGE CONTROL: 3

OPC
Name

POWER TRACK

Power when undamaged: 20 + 3 + 16.

+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 15.

PLASMA ARMING
A | | | | | | | F/G | S
B | | | | | | F

DRONE RACKS IN WPN BOXES
A
B

DRONES
1 2 3 4 5 6

DRONES
7 8 9 10 11 12

DRONE RACK Z

MARINES
10
5

SHIELD #1
18

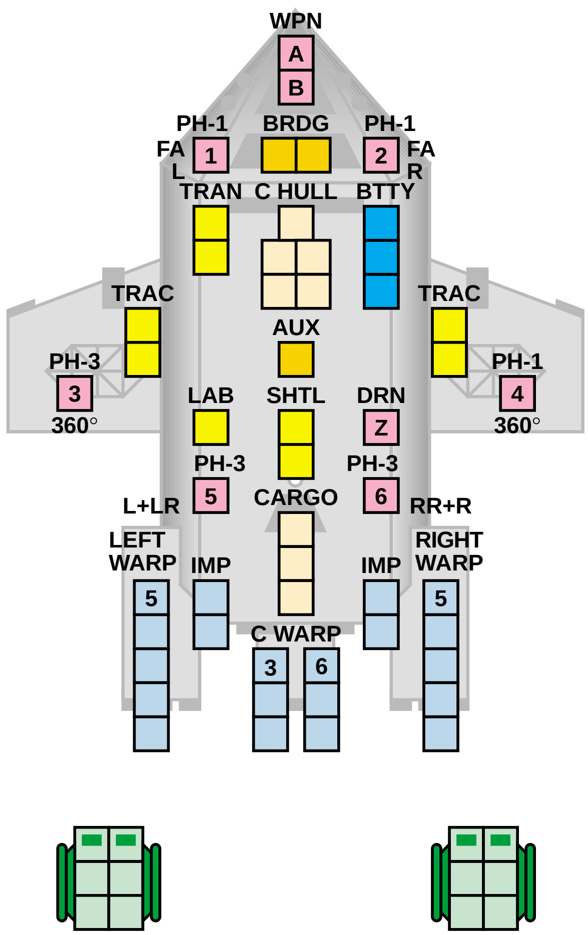
WEAPONS USED
A B 1 2
3 4 5 6 Z

WEAPON ARMING
A P L +4 +8
B P L +4 +8

FRAME DAMAGE
3

#6
15

#2
15



Plas-F
1 2

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

#5
12

#3
12

SHIELD #4
12

9
8
7
6
5
4
3
2
1
0

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

LARGER SHIP CARD

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FEDERATION COMMANDER: ORION ATTACK
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ORION HEAVY BATTLECRUISER
SQUADRON SCALE

COUNTER	BCH
POINT VALUE: 186	
DAMAGE CONTROL: 6	

POWER TRACK

Power when undamaged: 38 + 5 + 32.

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

OPC
Name

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.

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 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

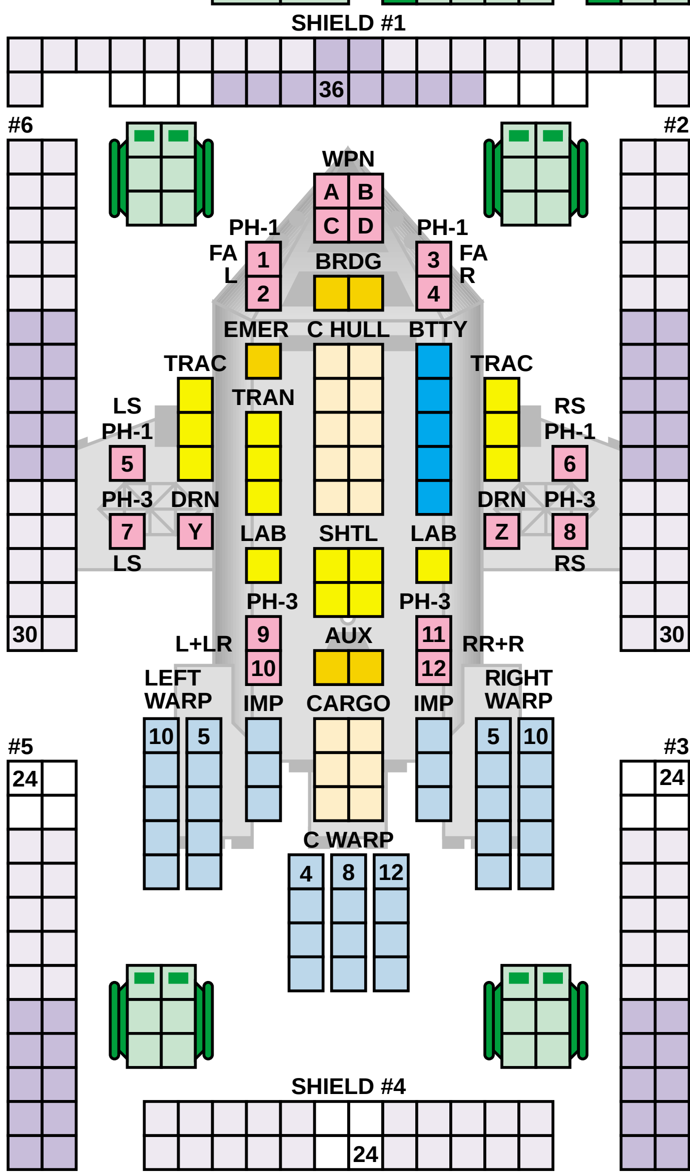
BASE SPEED 24
TURN MODE 5
SPEED COST 24

ACCELERATION COST 1

DECELERATION COST 1

HIGH ENERGY TURN COST 5

EVASIVE MANEUVER COST 6



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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