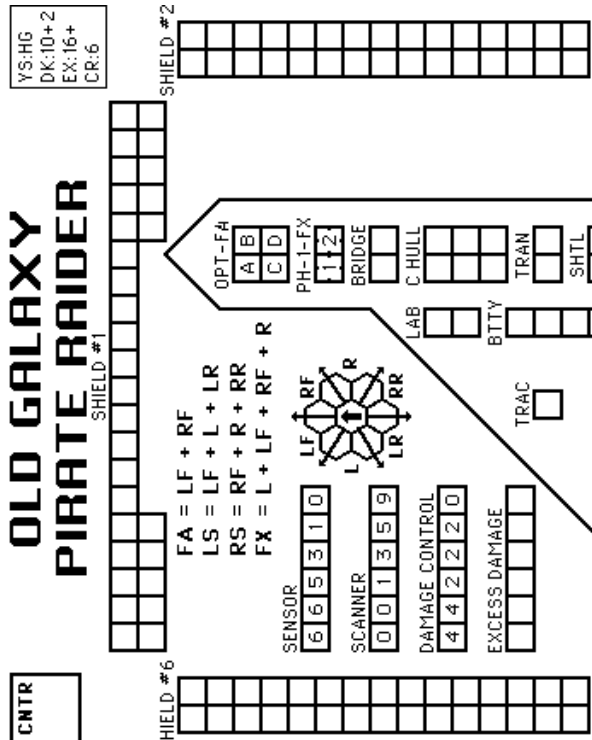


# OLD GALAXY PIRATE RAIDER



**SHIP DATA TABLE**

TYPE = OGR  
 POINT VALUE = 120  
 BREAKDOWN = 5-6  
 SHIELD COST = 1+1  
 LIFE SUPPORT = 1  
 SIZE CLASS = 3  
 REFERENCE = R15.91  
**NOT AN ORION SHIP**

**ADMINISTRATIVE SHUTTLES**

IDENT	HIT POINTS	NOTES
	A	A
	A	A
	A	A
	A	A
	A	A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179. SEE (J17.0) IN MODULE J2.

**TRANSPORTER BOMBS**

	D	D	D	D
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**CREW UNITS**

			10						
			20						

**BOARDING PARTIES**

			10						
--	--	--	----	--	--	--	--	--	--

CANNOT USE T-BOMBS, WILD WEASELS, SUICIDE SHUTTLES, OR ADVANCED SHUTTLES IN THE THOLIAN HOME GALAXY.

**LARGE FREIGHTER**

TURN MODE	SPEED
1	2-3
2	4-6
3	7-10
4	11-14
5	15-20
6	21-29
7	30+

MOVE COST = 1+1/6

**SMALL FREIGHTER**

TURN MODE	SPEED
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

MOVE COST = 1

**NO FREIGHTER**

TURN MODE	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

MOVE COST = 2/3

**TYPE III DEFENSE PHASER**

DIE RANGE	ROLL	0	1	2	3	4	8	15
1	4	4	4	3	1	1		
2	4	4	4	2	1	0		
3	4	4	4	1	0	0		
4	4	4	4	3	0	0		
5	4	4	3	2	0	0		
6	3	3	1	0	0	0		

**TYPE I OFFENSIVE PHASER TABLE**

DIE RANGE	ROLL	0	1	2	3	4	5	6	9	16	26	51
1	9	8	7	6	5	4	3	2	1	1		
2	8	7	6	5	4	3	2	1	1	0		
3	7	5	4	4	4	3	1	0	0	0		
4	6	4	4	4	4	3	2	0	0	0		
5	5	4	4	4	3	3	1	0	0	0		
6	4	4	3	3	2	2	0	0	0	0		

**TYPE III DEFENSE PHASER**

DIE RANGE	ROLL	0	1	2	3	4	8	15
1	4	4	4	3	1	1		
2	4	4	4	2	1	0		
3	4	4	4	1	0	0		
4	4	4	4	3	0	0		
5	4	4	3	2	0	0		
6	3	3	1	0	0	0		

**FRTR MOVE HET EM**

FRTR	MOVE	HET	EM
0	.67	3.33	4
SML	1	NA	NA
LRG	1.67	NA	NA

MOVEMENT COST = 1  
 HET COST = NA  
 EM COST = NA

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

**INSERT OPTIONAL WEAPONS**

SEE SPECIAL RULES FOR OLD GALAXY PIRATES.

SEE ANNEXES #8A AND #8B.

**WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX**

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	17	18	18	19	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

**WARP ENERGY MOVEMENT COST = 1 + 1/6 ENERGY POINT PER HEX**

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
Standard	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	30	31	32	33	34	35
Fract.	1 1/6	2 1/6	3 1/6	4 1/6	5 1/6	6 1/6	7 1/6	8 1/6	9 1/6	10 1/6	11 1/6	12 1/6	13 1/6	14 1/6	15 1/6	16 1/6	17 1/6	18 1/6	19 1/6	20 1/6	21 1/6	22 1/6	23 1/6	24 1/6	25 1/6	26 1/6	28	29 1/6	30 1/6	31 1/6	32 1/6	33 1/6	35	