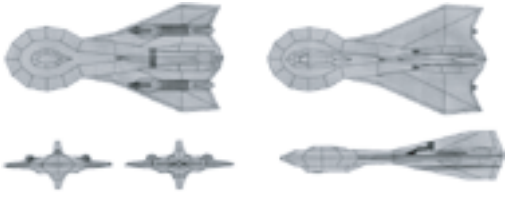




Orion Freelancer Blockade Runner



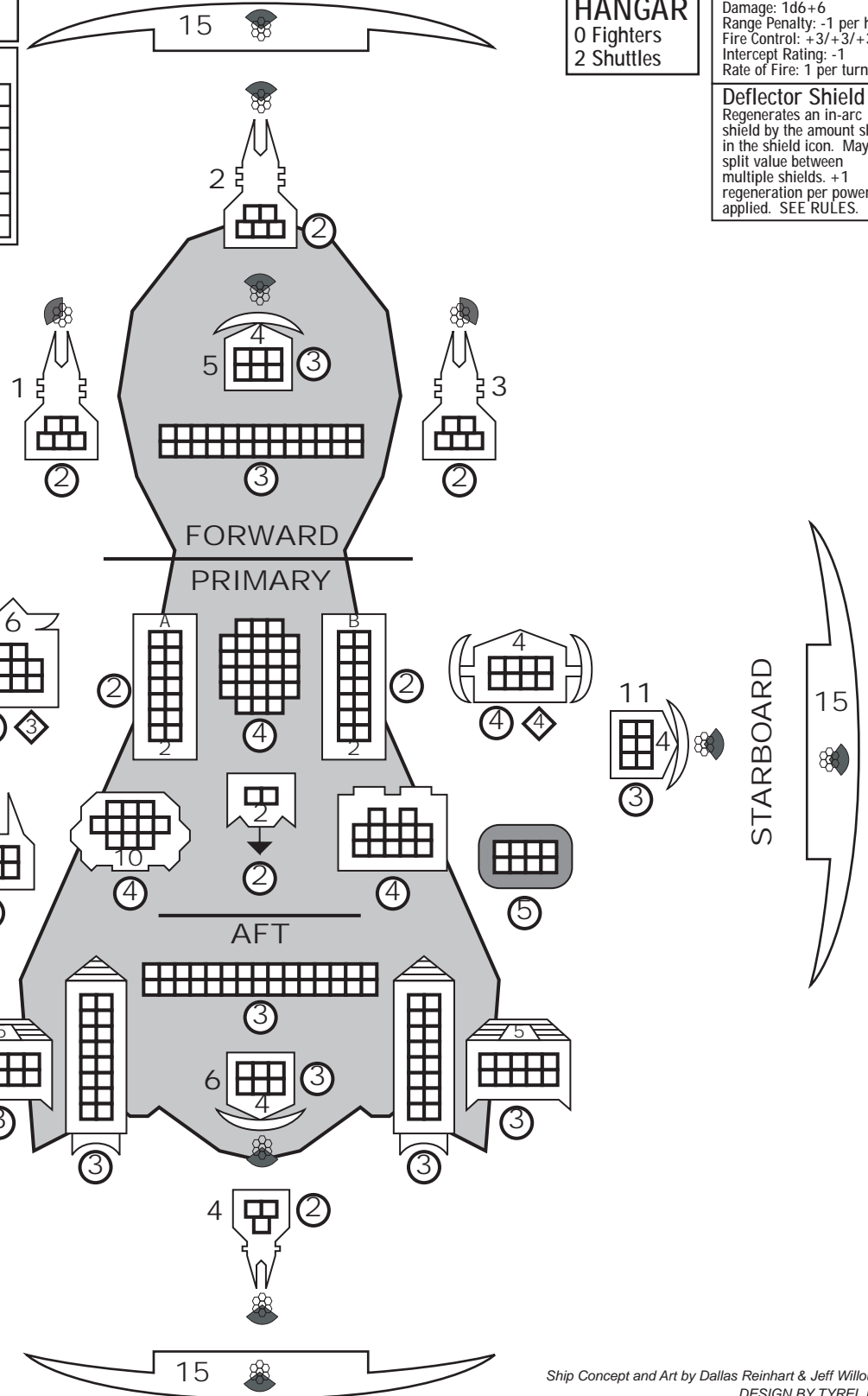
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl In Service: 2267 Point Value: 360 Ramming Factor: 90 Warp Delay: 10 Turns	Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust	Fwd/Aft Defense: 13 Stb/Port Defense: 13 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +7
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
Medium Disruptor	Class: Molecular Mode: Standard Damage: 1d10+10 Range Penalty: -1 per 2 hexes Fire Control: +4/+2/+2 Intercept Rating: -2 Rate of Fire: 1 per 2 turns
Light Disruptor	Class: Molecular Mode: Standard Damage: 1d6+6 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -1 Rate of Fire: 1 per turn
Deflector Shield	Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

FORWARD HITS	
1-3:	Deflector Shield
4-7:	Medium Disruptor
8-18:	Forward Structure
19-20:	PRIMARY Hit
AFT HITS	
1-4:	Impulse Thruster
5-7:	Deflector Shield
8-9:	Light Disruptor
10-11:	Warp Engine
12-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-5:	Primary Structure
6-7:	Cargo
8-9:	Deflector Shield
10:	Tractor Beam
11:	Shield Generator
12-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
2 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Shield Generator
	Deflector Shield
	Warp Engine
	Medium Disruptor
	Light Disruptor