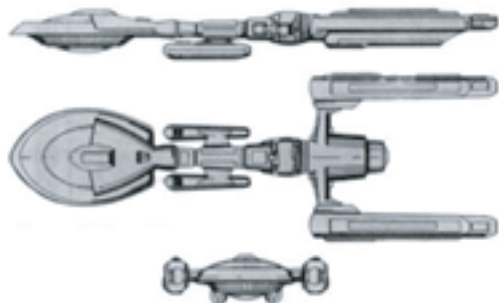




Orion Wanderer Blockade Runner



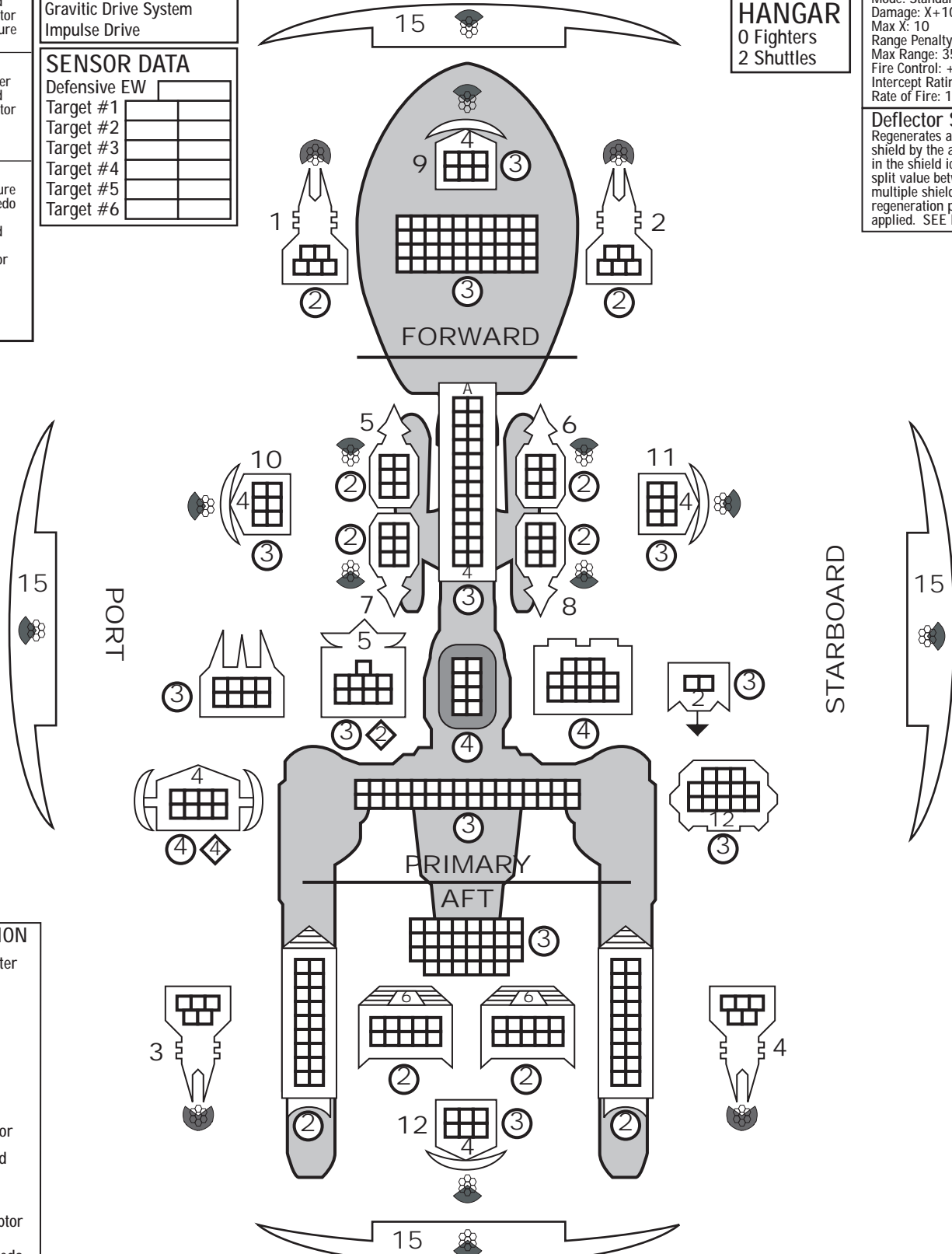
SPECS Class: Hvy Combat Vsl In Service: 2264 Point Value: 450 Ramming Factor: 110 Warp Delay: 12 Turns	MANEUVERING Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust	COMBAT STATS Fwd/Aft Defense: 12 Stb/Port Defense: 14 Engine Efficiency: 2/1 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 Photon Torpedo Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 10 Range Penalty: None Max Range: 35 hexes Fire Control: +3/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
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 4-6: Medium Disruptor 7-18: Forward Structure 19-20: PRIMARY Hit
AFT HITS
1-4: Impulse Thruster 5-6: Deflector Shield 7-8: Medium Disruptor 9-12: Warp Engine 13-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS
1-5: Primary Structure 6-8: Lt Photon Torpedo 9-10: Cargo 11-12: Deflector Shield 13: Tractor Beam 14: Shield Generator 15-16: Sensors 17: Hangar 18: Engine 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
Shield Generator
Deflector Shield
Warp Engine
Medium Disruptor
Lt Photon Torpedo