

Lightning Class Blockade Runner (Orion)

Captain's Starship Combat Strategy/Tactics: _____

Maximum Power Units: **33**

Current Power Units Available: _____

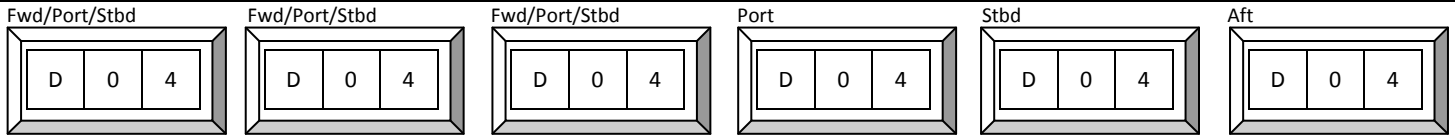
Casualties: _____ %

Power to Movement (Ratio: 1/3): _____

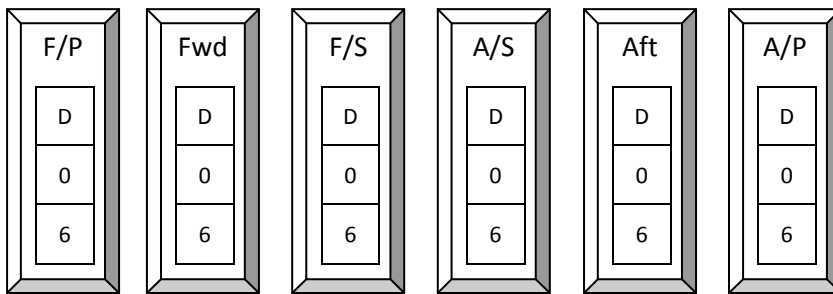


Power to Weapons (OD-3 Disruptor)

Beam Range:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
To-hit:	10	10	9	9	8	8	7	7	6	6	5	5	4	3	2	1	0	0	0	0	0	0	0	0
Damage Bonus:	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+0	+0	+0	+0	+0	+0	+0	+0



Shield Power Ratio: 3/1



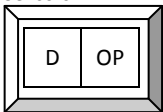
Superstructure

-10	-9	-8	-7	-6	-5	-4	-3	
-2	-1	0	1	2	3	4	5	
6	7	8	9	10	11	12	13	
14	15	16						

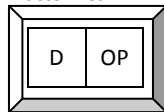
Stress Chart (Maximum Warp Speeds: 8/10)

Speed	Sub	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10
Engine	--	--	--	--	--	--	1	1	2	2	3
Superstructure	--	--	--	--	--	--	1	1	1	2	2

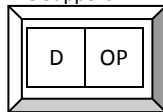
Sensors



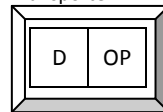
Tractor Beam



Life Support



Transporter



Roll	1	2	3	4	5	6	7	8	9	10
Fwd/Port	Shield	Beam	Port Warp	Super (.2)	Super (1)	Super (2)	Super (2)	Super (5)	Sensors	Bridge
Forward	Shield (.5)	Beam	Missile (.5)	Super (1)	Super (2)	Super (2)	Super (3)	Sensors	Bridge	Bridge
Fwd/Stbd	Shield	Beam	Stbd Warp	Super (.2)	Super (1)	Super (2)	Super (2)	Super (5)	Sensors	Bridge
Aft/Stbd	Shield	Beam (.5)	Stbd Warp	Stbd Warp	Stbd Warp	Impulse (.2)	Stbd Warp	Super (1)	Super (1)	Super (2)
Aft	Shield	Missile (.5)	Stbd Warp	Stbd Warp	Port Warp	Port Warp	Impulse	Super (1)	Tractor	Engr out
Aft/Port	Shield	Beam (.5)	Port Warp	Port Warp	Port Warp	Impulse (.2)	Port Warp	Super (1)	Super (1)	Super (2)