


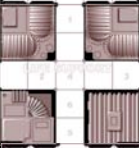

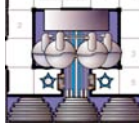
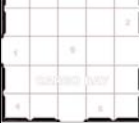












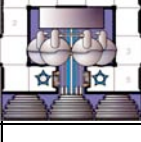



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	4	5	6	7	8	9	10	

REGISTRY:	ORION					SIZE:	5
CLASS	BLOCKADE RUNNER		TYPE:	SCOUT			








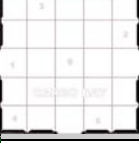
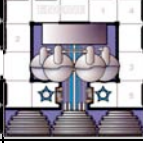

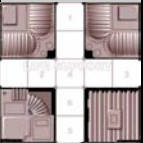



Orion Rogue: Orion Rogue ships are designed to be blockade runners. They're fast. They get, get out, and get the heck out of dodge. The difficulty for each *additional* level of acceleration or deceleration beyond the first is at a +2 rather than the normal +3 for advanced acceleration maneuvers. So an Orion vessels that accerated from Speed zero to Speed 3 would only take a +4 penalty for the Pilot skill check, where as a non-Orion vessel would take a +6 penalty.

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	4	5	6	7	8	9	10	

REGISTRY:	ORION					SIZE:	6
CLASS	CARGO JAMMER			TYPE:	FRIGATE		

Orion Rogue: Orion Rogue ships are designed to be blockade runners. They're fast. They get, get out, and get the heck out of dodge.

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	4	5	6	7	8	9	10	

REGISTRY:

ORION

SIZE:

7





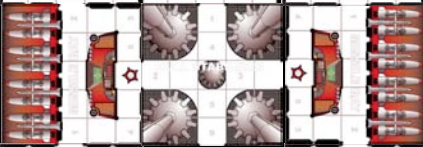




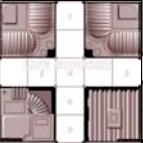



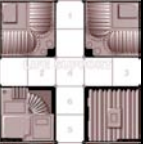
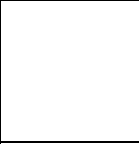
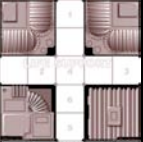
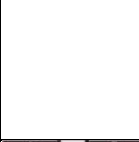



CLASS

SMUGGLERS DREAM

TYPE:

DESTROYER

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	4	5	6	7	8	9	10	

REGISTRY:

ORION

SIZE:

8

CLASS

CARGO CRUISER





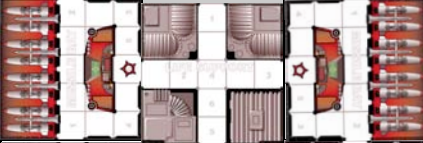
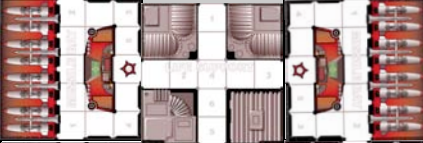
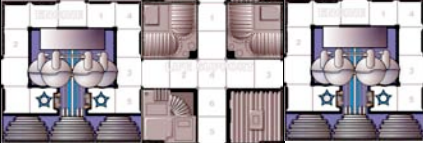
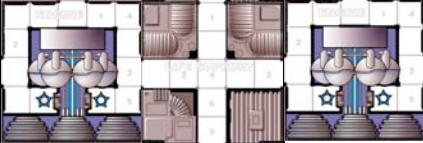

TYPE: CRUISER

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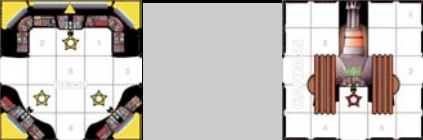






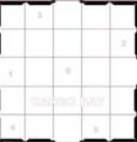
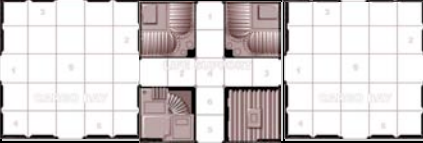
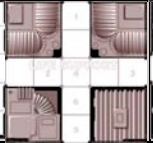
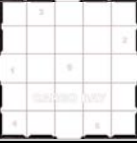








REGISTRY:	ORION					SIZE:	10
CLASS	BLOCKADE BUSTER		TYPE:	DREADNOUGHT			

Orion Rogue: Orion Rogue ships are designed to be blockade runners. They're fast. They get, get out, and get the heck out of dodge. The difficulty for each *additional* level of acceleration or deceleration beyond the first is at a +2 rather than the normal +3 for advanced acceleration maneuvers. So an Orion vessels that accerated from Speed zero to Speed 3 would only take a +4 penalty for the Pilot skill check, where as a non-Orion vessel would take a +6 penalty.

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	4	5	6	7	8	9	10	

REGISTRY:	ORION	SIZE:	6
CLASS	EMBARGO SHREDDER	TYPE:	TORPEDO BOAT

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	4	5	6	7	8	9	10	

REGISTRY:	ORION					SIZE:	8
CLASS	CARGO CRUISER			TYPE:	CRUISER		

Orion Rogue: Orion Rogue ships are designed to be blockade runners. They're fast. They get, get out, and get the heck out of dodge. The difficulty for each *additional* level of acceleration or deceleration beyond the first is at a +2 rather than the normal +3 for advanced acceleration maneuvers. So an Orion vessels that accerated from Speed zero to Speed 3 would only take a +4 penalty for the Pilot skill check, where as a non-Orion vessel would take a +6 penalty.