

Section 19: The Orion Pirates

V19.00 The Orion Pirates

- V19.01 The Orion Pirates form a Team separate from the Coalition and Alliance Teams. The Orions are limited to a single player, who is Team-Commander as well.
- V19.02 The Orion Pirates do not have Provinces, Star Systems or Bases on the Strategic Map; nor may they gain or build these things. Orion ships are built at, and operate from, secret bases that do not appear on the Map. The other Teams may not attack these bases (or even find them).
- V19.03 Note that V17.621 does not apply to Orion Pirate units. A Pirate Chief Engineer cannot increase engine power output (the Orion doubling engines must be used instead).
- V19.04 Orion Pirate units may not use Reactionary Movement [V8.60], even if Leased [V19.30]. Pirate crews don't like sitting in one place doing nothing.
- V19.05 If the Pirate Team-Commander did not declare Orion units to be "in hiding" [V19.60] during the Initial Activities Phase (1B2), then during the Initiative Phase (3C1) the Orion Pirate Team-Commander may place units not currently on the Strategic Map in any Map Hex. Also, the Team-Commander may remove any warp-capable unit currently on the Map, regardless of the presence of non-friendly units in its Hex (*i.e.* Orion units may not be "pinned" [V8.23] at this point, although they can be during normal Strategic Movement).
- V19.06 At the start of each Turn, during the Initial Activities Phase (1B1), the Orion Pirate Team-Commander designates one Pirate ship to be his/her flagship for that Turn. This ship **must** have the highest Command Rating of all the Pirate ships (if more than one ship has the highest Command Rating, the Pirate Team-Commander may choose among them). Unless the Pirate Team has gone "into hiding" [V19.60], the flagship **must** be placed (or stay) on the Map for the duration of the Turn. It may be deployed for any purpose. The Pirate player's Character remains aboard the flagship at all times - if it is lost with all hands, the Pirate player loses.
- V19.07 The Orion Pirate Player is part of the **Pharoah** Cartel, which has its home territory in Federation space, and operations in both Klingon and Romulan space. Equipment availability and option mounts are limited according to R8.0. See **Annex V-A: Refit Availability Chart** and **Annex V-B: Orion Option Availability Chart**.
- V19.08 Starting with the second Strategic Turn, and each Turn thereafter, during the Economic Production Phase (2C2). the Pirate player **must** pay 10% of the Pirate Team's income, for the previous Turn, as "rent" to the crime family. This allows the Pirate player to operate ships owned by the family,

access the secret Orion bases controlled by the family, and repair and re-supply Pirate units. If a Pirate should lose money during a Turn, then “rent” is half of the Pirate’s “rent” the previous Turn (*i.e.* “rent” is always owed, no matter what). Round to the nearest 0.5 in all computations, but “rent” can never be less than 0.5 BPV. If the Pirate is unable to pay the “rent” (has no money), then the Pirate is “fired” as defined in V19.093.

Exception: When the Pirate is “in hiding” [V19.67].

V19.09 Orion Pirate Victory Conditions

- V19.091 The objective of the Orion Pirate Team-Commander is to maintain continuous growth of the Team’s net worth.
- V19.092 The Pirate Team’s net worth is the sum of the Economic BPV of all units owned by the Pirate plus the Economic Points in the Team’s treasury (*i.e.* unspent Economic BPV).
- V19.093 If, at the end of any Turn, the Pirate Team has a net worth that is **less** than the Pirate Team’s net worth at the same point two (2) Turns previously, the Pirate Team-Commander’s Character is, euphemistically, “fired” by the crime family. The Pirate player loses.
- V19.094 At the end of any Turn in which the Orion Pirate Team has a net worth of 2500 Economic BPV (or more), the Pirate Team-Commander has “won” and may retire in idle luxury.
- V19.095 Once a Pirate Team-Commander has won (or lost), a new Pirate player may start the following Turn. This player will enter as if the game had just begun (*i.e.* initial BPV allocation, Rank of Lieutenant, *etc.*)

V19.10 Orion Pirates Production Rules

- V19.11 Each Turn that the Orion Pirate has at least one (1) unit on the Map, the Pirate Team receives, from smuggling and other criminal activities, Economic Points equal to five (5) minus the Size Class of the unit, for **each** Pirate unit deployed (for any activity) in a Province owned by another Team. These are gained during the Final Activities Phase (8A2). This income is **not** deducted from the income of the owning Team (see Piracy and Disruption, V19.40).
- V19.12 The Orion Pirate may also gain additional Economic Points by accepting Bribes [V19.20], Leasing the Orion Team’s units [V19.30], deploying for Piracy [V19.40], engaging in salvage operations [V19.70], or deploying for supply line disruption [V19.800].
- V19.13 The Pirate Team may purchase, modify, and repair ships, as does any other Team. Since the Pirate Bases are located off the Map, a ship must leave the Map to be repaired or modified. Newly purchased ships start at any secret Pirate Base and may be brought onto the Map as any other

- Pirate Ship. Certain weapons and other systems are not available to the Orion Pirate Team, or have availability which is limited or restricted in addition to what is listed in the Annexes [V19.930].
- V19.14 Only one Pirate ship may be built, repaired or modified per Turn (the Pirates have more Bases, but each is much smaller and has correspondingly less capabilities than Bases of the other Teams). Orion optional weapon mounts have rules limiting use [V19.90].
- V19.15 The Orion Pirate Team may not build additional Bases, nor may it construct Bases on the Map. However, the Pirate Team may construct Tugs if it so desires.
- V19.16 When Orion units roll for fighter availability as per G15.71, the square root, round down, of the Rating of the unit's Captain is added to the roll, rather than the bonuses for legendary officers specified.
- V19.17 Because the Pirate Team is limited to a single Character, the Pirate will probably (sooner or later) be unable to control more ships. As the Pirate cannot mothball units [V4.71], the Pirate may instead "sell" (2D4) a ship. The Pirate may only do this when he/she has reached the limits of his/her Command Rating [V15.21] and needs to sell a ship in order to purchase a larger (in terms of BPV) unit (such purchases must still comply with Command Rating Limits [V15.30]).
Exception: The flagship [V19.06] may not be sold.
- V19.18 The Pirate may, in compliance with V19.17, "sell" any ship that is not on the Strategic Map at the start of the Turn, and receives income during the Economic Expenditure Phase (5C2). The Pirate does not "sell" the ship on the open market (specifically, the other Teams may **not** buy it from the Pirate); rather, the Pirate is selling it to another crime boss in the Cartel.
- V19.19 The Pirate Team gains 90% (round down) of the BPV of the unit sold (the crime family gets 20% – half paid each by the buyer and seller) and does **not** pay "rent" on the income from the sale. The crew and any Officers stay with the unit, and the BPV-equivalent of an Outstanding or Poor Crew, or Officers with a non-zero Rating, affects the sale price of the unit. Only one (1) ship may be sold per Strategic Turn; the sale is not completed until the Economic Expenditure Phase (5C2), so the Pirate may not buy a new unit until the next Turn.
- V19.20 Bribing the Orion Pirates ("Rent-a-crime")
- V19.21 The other Teams may offer bribes to the Orion Pirates. These bribes may be for the Orions to do (or not do) any specific thing the Orions can legally, in terms of the Border Patrol and SFB rules, do (or not do).
- V19.22 The other Team-Commanders may each make bribe offers to the Orion Team-Commander during the Economic Production Phase (2B). The bribes offers are made using the standard Orion Pirate Bribe Form. No Team is required to make a bribe offer. Each Team may submit multiple

bribe offers. Individual offers from any Team can contradict offers from the same or other Team, and the Pirate can accept them all! See V19.26 and V19.27.

- V19.23 Once the Pirate has received all forthcoming bribe offers, the Orion Team-Commander informs the GameMaster which offer(s), if any, will be accepted (2B5). The Orion Team-Commander is not required to accept any given bribe offer and may, in fact, reject all bribe offers.
- V19.24 Bribe attempts may only be made once per Turn. Once the Pirate has decided which offer(s) to accept or reject, there are no second bribe offers for the Turn.
- V19.25 Each bribe lasts only one Turn. No bribes may be made that involve multiple-Turn actions by the Pirate (although the same Team could bribe the Pirate on several successive Turns).
- V19.26 If the Orion Pirate Team-Commander accepts a bribe, it is payable in full, immediately (2B4). There are no refunds. The Orion Pirates may accept more than one bribe for a Turn, even if those bribes are for mutually opposing actions, so long as the individual actions are “legal” (within the Border Patrol and SFB frameworks).
- V19.27 The Orion Pirates are not required to abide by any given bribe agreement; they may take a bribe and then act in any legal (in terms of the Border Patrol and SFB rules) manner, even if it violates the terms of the bribe. The other Teams must learn whether or not the Pirate's word can be trusted.
- V19.28 Bribe forms remain secret at all times (*i.e.* only the Team that made a given bribe offer, the Pirate Team-Commander, and the GameMaster see a given bribe form).
- V19.29 The GameMaster has the power to void any bribe (2B2) offer on the basis that it does not constitute something the Pirate may legally (in terms of the Border Patrol and/or SFB rules) do. A voided bribe returns the involved Teams to *status quo ante*.

V19.30 Orion Pirate Leasing (“Rent-a-thug”)

- V19.31 During the Economic Production Phase (2D1) of the Turn, the Orion Pirate Team-Commander may designate some or all of the Team's ships as available for Leasing, assuming the Pirate has not gone “into hiding” as per V19.60. The Team-Commander is not required to offer units for Lease, and any units not so designated may be made available for Piracy deployments as per V19.40. Units made available for Leasing may not be on the Map (*i.e.* they are dispatched from the secret Orion bases). The Orion Pirate may Lease out the designated ships individually, in groups, or the fleet as a whole; however, the Lease terms must be designated **before** bidding starts.
- Exception:** The Orion Pirate flagship, as designated by the Orion

Team-Commander [V19.06], may only be Leased individually.

- V19.32 The Alliance and Coalition Teams may bid for the services of the ship(s) or group(s) of ships designated as available for Leasing.
- V19.33 This bidding is done in an open auction. At any time prior to a counteroffer for the first bid to Lease a unit or group of units, the Orion Pirate may withdraw the unit or group of units from bidding. For units grouped together before bidding started, all the units must be withdrawn - the Pirate cannot withdraw a single unit from a group. Once withdrawn, a unit or group cannot be made available until the next Turn.
- V19.34 The Pirate Team-Commander must accept the highest bid for each unit or group of units, and cannot accept a lower bid. Once the first bid has been countered, each Team must be given the opportunity to counter any subsequent bid before the Pirate Team-Commander accepts it. The winning Team must pay the amount of the winning bid.
- V19.35 Once Leased, the Orion ship(s) are placed anywhere on the Map the Leasing Team desires, even on a surrounded Base or other unit that has been cut off.
- V19.36 The Leasing Team may use the Leased unit(s) for the entire Turn, after which control reverts back to the Orion Pirate Team-Commander. Leased Orion units may **not** be used as garrison or picket units at a Base or in a Star System. They may not accompany Supply Convoys (as purchased Auxiliary Units [V15.00] may do). They may not be used to claim Provinces, but **can** be used to claim Star Systems, that are presently unclaimed, on behalf of the Leasing Team.
- V19.37 If used in combat, the Orion Pirate Team-Commander controls the Leased unit(s) and may disengage them from the battle at any time (within the limits of disengagement/withdrawal as covered under the Tactical Combat Interface [V13.00]). The Pirates cannot be required to “fight to the last man” and can turn and run at any time.
- V19.38 Leases differ from Bribes in that the Pirate is generally expected to follow through on his/her agreements. The Pirate may **not** be bribed to renege on a Lease, or to use a Leased Orion unit to attack units belonging to the Leasing Team (however, Orion units not Leased by a given Team could attack a Team currently Leasing other Orion units, if the Orion Team-Commander has the temerity).

V19.40 Piracy and Disruption

- V19.41 The Orion Pirates may deploy any remaining ships for Piracy, assuming they have not gone “into hiding” as per V19.60. This is not required, and any ships not deployed for Piracy at this time may be deployed for normal movement as per V19.50.
- V19.42 Orion ships deployed for Piracy are placed on (or left on) the Map in the

area in which the Pirate wishes to operate. However, no Orion ship deployed for Piracy may be placed within seven (7) Hexes of another Orion ship deployed for the same purpose. Units deployed for Piracy must maintain a minimum seven (7) Strategic Hex separation from other Orion units also deployed for Piracy.

- V19.43 If an Orion unit is deployed for Piracy in an unclaimed Province, the Pirate gains **no** Economic value. If deployed on an unclaimed Star System, the Pirate Team receives one (1) Economic Point per Turn.
- V19.44 A Pirate unit deployed for Piracy in a claimed Province gains one-half (1/2) an Economic Point from operations in that Province. Additionally, the income of the owning Team is reduced by the same amount. See V3.43.
- V19.45 Orion Pirate units deployed for Piracy on a claimed Star System gains one-half (1/2) the current Economic Value of the Star System from operations in that system. Additionally, the income of the owning Team is reduced by the same amount. See V3.43.
- V19.46 Orion Pirate units deployed for Piracy do not move on the Strategic Map, and instead occupy the Star System, or a single Hex of the Province, for the entire Turn.
- V19.47 Pirate units deployed for Piracy do not encounter Bases, Base or Star System defenses (such as Incidental Units [V16.00]) or other non-player military forces (they do encounter non-player civilian and merchant units – that is from whom they are stealing). Only player-controlled units, including Auxiliary Units [V15.00] deployed in a picket role [V15.30], may force combat on a Pirate deployed for Piracy (and then only if the Pirate has deployed for Piracy in the same Hex as the Base or Star System where the Auxiliary Unit is deployed). If a Pirate unit is deployed for Piracy within the Zone of Control [V9.00] of a unit using Reactionary Movement [V8.60], then the Pirate unit must be reacted to by the unit using Reactionary Movement.
- V19.48 Pirates deployed for Piracy cannot attack Bases or Star Systems, nor may they participate in Bombardment [V5.00].
- V19.49 If a Pirate unit is deployed for Piracy in a Province or Star System that is subsequently disrupted by a monster or Alien Ship during the same Turn, the Pirate gains no Economic Points [V3.42].

V19.50 Orion Pirate Normal Movement

- V19.51 After any Lease auctions and Piracy deployments, and assuming the Pirate Team has not gone “into hiding” as per V19.60; the Pirate Team-Commander may designate any remaining ships to be on the Map for Normal Movement. This is not required and any ships not so deployed return to (or remain at) a secret Orion base for the remainder of the Turn, unless deployed for supply line disruption [V19.800].

- V19.52 Units deployed for Normal Movement, if located at a secret Orion base, are placed anywhere on the Strategic Map the Pirate Team-Commander desires. If already on the Map, then such units use their current location.
- V19.53 Units deployed for Normal Movement move as do units from other Teams. They may be engaged in combat normally, and their presence in a claimed Star System or Province will **not** disrupt it (these Orion ships are in their “friendly trader” mode) [V3.41].
- V19.54 Orion units deployed for Normal Movement cannot intercept Supply Convoys, disrupt Star Systems or Provinces, claim Star Systems, or use Reactionary Movement [V8.60].
- V19.55 An Orion Pirate unit deployed for Normal Movement may sell supplies to units of other Teams [V2.70] and/or engage in Salvage operations [V19.70].
- V19.56 As long as the Pirate Team has at least one (1) unit on the Strategic Map, deployed for Normal Movement, then at the beginning of any Movement Phase (4A1), the Pirates may sell information to the other Teams. The Pirates are not required to do so, nor is there any particular requirement as to veracity or detail (see V20.39). The amount a Team may spend per Turn to purchase information is limited by V20.32.

V19.60 Hiding From the Authorities

- V19.61 In a situation where the Orion Pirate feels threatened, the Team-Commander may remove all Orion units from the Strategic Map. This is done during the Initial Activities Phase (1B2) of the Turn. The Orion Pirates are said to be “in hiding” if they do this.
- V19.62 When in hiding, the Orion Pirate does not gain any income from illicit activities [V19.11]; and cannot accept bribes [V19.20], Lease [V19.30] any units, deploy for Piracy [V19.40], conduct salvage operations [V19.70] or deploy for supply line disruption [V19.800].
- V19.63 Additionally, the weakness displayed by the Orion Team-Commander may cause crews under his command to mutiny. For each ship owned by the Orion Team-Commander, roll 2d6. From that roll, subtract the square root (round down) of the Rating of the ship's Captain. If the unit has a “Poor” crew, add two (2) to the roll; if it has an “Outstanding” crew, subtract two (2) from the roll. Finally, add any adjustment from V19.65. If the adjusted roll is nine (9) or greater, the ship has mutinied. Ships so lost are treated as destroyed and removed from play immediately.
- V19.64 The Orion Pirate Team flagship, as designated by the Team-Commander [V19.06], cannot mutiny. Thus, the starting Pirate has a small, loyal following, while the older Pirate has a larger “crew” with more, ambitious members.

Important Note: Losing a ship under these rules will almost assuredly cost the Team-Commander's Character his/her life,

as per V19.093, unless the Orion Pirate Team is able to make up the loss of Economic BPV.

- V19.65 If the Orions are “in hiding” for two or more consecutive Turns, then for each Turn beyond the first, one (1) is added to all mutiny rolls in V19.63.
- V19.66 When “in hiding”, the Pirate does not have to pay “rent” [V19.08]. The crime family accepts the occasional need to hide as a normal risk of their profession. However, on the Turn the Pirate player comes out from “hiding”, the Team-Commander owes the “rent” they would have owed on the first Turn the Pirate player went “in hiding” (e.g. the payment of “rent” is deferred by going into hiding, not canceled; the Orion Pirates are a business, after all, and business is business).

EXAMPLE

During Turn 18, the Alliance and Coalition, provoked by rampant piracy, attack Orion units. During the Initial Activities Phase of Turn 19, the Orion Team-Commander announces that the Orions are going “into hiding”, and all six Orion units are removed from the Map. Mutiny rolls, unmodified, are made for five ships (the flagship is immune), and no crews mutiny. At the start of Turn 20, the Pirate Team-Commander announces the Orions will remain “in hiding”. Mutiny rolls are now modified by adding one (1), as this is the second consecutive Turn of the Orions being “in hiding”. The modification will increase by one (1) each consecutive Turn the Orions remain “in hiding”.

V19.70 Salvage by the Orion Pirates

- V19.71 If a crippled unit is abandoned and left adrift (for example, under V4.970), the Orion Pirate Team may elect to salvage the unit. The Pirate player does this by moving any un-crippled, tractor-beam-equipped Orion unit deployed for Normal Movement [V19.50] into the same Hex as the abandoned unit, and declaring a salvage operation.
- V19.72 Once in the same Hex as the abandoned unit, the Pirate unit spends one (1) Movement Phase, during which it does not move, stabilizing the condition of the abandoned unit and preparing it for towing. The following Movement Phase, the Orion unit may begin towing the abandoned unit to the nearest Starbase, FRD or Star System, of the Owning Team. All Towing movement must be on the Strategic Map; the Orion unit may not use its ability to leave the Map except to tow the salvaged unit to an Orion base for scrapping.

EXAMPLE

An Orion unit enters the Hex occupied by an abandoned Coalition light cruiser on Movement Phase 4. The Pirate unit spends Movement Phase 5 preparing the unit for salvage. In Movement Phase 6, the Orion unit may begin to tow the salvaged unit to the nearest Coalition Base.

- V19.73 During transit to the Owinging Team's Base (or FRD or Star System), the Owinging Team is prohibited from taking offensive action against the Pirate unit engaged in Salvage. Similarly, the Pirate unit is prohibited from taking any action other than to deliver the salvaged unit and collect its salvage fee.
- V19.74 When the abandoned unit is safely delivered to the Owinging Team's Base (or Star System or FRD), the Owinging Team must immediately pay the Pirate Team a salvage fee equal to 25% (round fractions down) of the undamaged Economic BPV of salvaged unit.

EXAMPLE

The Orion unit in the previous Example arrives at a Coalition Starbase with the abandoned light cruiser, which had an Economic BPV of 90. The Coalition Team must pay the Orion Team 22 [$90 * .25 = 22.5 = 22$] EP as a salvage fee.

- V19.75 The Owinging Team must grant the salvaging Orion unit safe-passage out of space it controls (4D4). This grant only lasts until the Orion Pirate unit exits that space (including use of V19.60), and is contingent upon the Pirate unit moving immediately to exit the space and not taking any offensive action against the Owinging Team or its units. Any offensive action taken by the Pirate unit immediately voids the grant of safe passage. Other Orion units that were not involved in the salvage are **not** covered by this grant, but offensive action by them does not void the grant to the salvaging unit.
- V19.76 The Owinging Team may make whatever use it deems fit for the salvaged unit, including repairing or scrapping it.
- V19.77 If the Pirates were Bribed [V19.20] to conduct the salvage operation, the Bribe amount is **not** deducted from the salvage fee in V19.74.
- V19.78 The Orion Pirates may not salvage a unit that the Pirate Team attacked and crippled or forced to be abandoned (*i.e.* the Pirate cannot go around trashing ships and then "salvaging" them). This restriction applies regardless of which Orion unit attacked the ship that the Pirates propose

to salvage (*i.e.* the Orion Pirates cannot circumvent this rule by somehow disclaiming responsibility or blaming the attack on a “rogue crew”).

- V19.79 When salvaging a unit under V19.70, the Pirate may not sell the unit to anyone except the Owing Team. A Team may, of course, capture a unit of another Team and subsequently engage the Orion Pirates to salvage it for them, but V19.70 only applies to the current owner of a unit.

V19.80 Orion Disruption of Supply Lines

V19.810 Placement of Orion Ships for Disruption of Supply Lines

- V19.811 An alternate deployment for the Orion Pirates is to place units so as to disrupt the Supply Lines of the Alliance and/or Coalition forces. This may not be done if the Pirate is “in hiding” [V19.60].
- V19.812 If the Orion Pirates are successful, a unit or units belonging to another Team are rendered Out Of Supply [V2.00] for the remainder of the Turn. Star Systems cannot be rendered Out Of Supply under these rules.
- V19.813 A given Supply Line normally stretches from the nearest Supply Point to the unit (or stack of units) in question [V19.816]. Each individual unit or stack has its own Supply Line. See V2.50. The Supply Line origin (nearest Supply Point) is determined at the start of the Strategic Turn, and does not change unless the recipient unit(s) are destroyed or separate.
- V19.814 During the course of the Strategic Turn, the Orion Pirate may deploy one or more of his units on the unit-to-Supply Point Supply Line for a given unit (or stack). This is done by placing the unit on the **direct** line of hexes leading from the Supply Point to the unit (or stack) for which the Pirate wishes to disrupt the Supply Line, and then announcing the unit (or stack) is “Deployed for Supply Line Disruption”.
- V19.815 In the case where the Supply Line travels along a Hex spine or could enter one of two different Hexes, use seeking weapon movement rules [F2.2] to determine which Hex is actually entered by the supply convoy. Again, remember the line of movement **must be direct** - the **shortest** possible path of straight-line, linear movement. It is easiest to replicate this path-approximation by laying a straightedge on the Map, with one point being the Supply Point and the other point being the unit or stack for which interception is being determined.
- V19.816 The Supply Convoy, a collection of ships suitable to the purpose of resupplying a starship (or group of starships), travels the path between the Supply Point and the unit(s) being resupplied on a regular basis. In actuality, a given Supply Line is serviced by

several such Convoys, each in almost continuous motion. **For game purposes**, these are expressed as a single Convoy. In recompense for the apparent increase in vulnerability, units lost or damaged in a given supply line are automatically replaced or repaired at the end of the Turn.

Exception: Auxiliary Units [V15.00] purchased by a Team are repaired but not replaced.

- V19.817 The supply line is **not** disrupted unless and until the Pirate successfully intercepts **and** destroys/disables/captures a minimum of one-half of the Cargo capacity in the convoy. See V19.820 and V19.850.
- V19.818 The Orion Pirates are the **only** Team that can disrupt a specific Supply Line in this fashion. A Team may be able to disrupt a Supply Line or Lines by claiming the Province(s) the line(s) **must** pass through (*i.e.* cutting units off from their Supply Grid), but they cannot intercept supply convoys or single out a specific unit or stack for which a Supply Line is to be disrupted.

V19.820 Determination of Intercept

- V19.821 Once the unit(s) are placed, the Orion Pirate moves normally. The objective is to keep his/her unit(s) interposed on the Supply Line described in V19.815. For each Movement Point expended (4A3) by the Pirate unit attempting interception (except as noted in V19.823), roll one die (called the "Interception Roll"). It is modified by the table below:

V19.8211 Table - Orion Pirate Intercept Modifications:

-3	A unit in the Pirate's force has Special Sensors
-3	The Supply Line stretches along a single direction (<i>i.e.</i> no sideslipping is needed to travel the supply route)
-2	The Convoy would have to (under V19.815) enter the Hex the Pirate is currently in (if the previous condition applies, use it instead of this one)
-1	The Pirate attempted to attack this Supply Line last Turn, but never gained an interception (<i>i.e.</i> all Interception Rolls failed)
- $\sqrt{\text{Rating}}$	The Captain of the Orion Pirate ship attempting interception has a Rating greater than 0
+1	One or more Auxiliary Units [V15.00] are in the Convoy
+1	The same Supply Line was attacked the previous Turn
+2	The Convoy could have (under V19.815) entered a different Hex than the Pirate is currently in
+2	Any ship in the Convoy has Special Sensors

- V19.8212 Select all that apply, but note the exception in the second case. Total the values of all that apply and add that to the Interception Roll.
- V19.8213 When calculating the effect, if any, of the Pirate Captain's Rating, round down.
- V19.822 On an adjusted roll of 3 or less, the Orion Pirate successfully intercepts the Convoy. Play now goes down to the tactical level to resolve the scenario [V19.890].
- V19.823 On an adjusted roll of 4 or more, the Pirate fails to intercept the Convoy in that phase of Operational Movement. Another attempt may be made **after** the next phase of Operational Movement in which the Orion Pirate expends a Movement Point (this means there will be at least **one** Movement Phase in which the Orion Pirate **may not** attempt interception).
- V19.824 Note that a given Supply Line can only be disrupted **once** per Strategic Turn. Only the Orion Pirate may disrupt a Supply Line, even if an enemy unit is placed on the direct route the Supply Convoy is taking [V19.819].
- V19.825 Supply Convoys may have Incidental Units [V16.70] traveling with them, in addition to any Auxiliary Units [V15.20].

V19.830 Limitations After Intercept

- V19.831 The Orion Pirate may **not** capture any supply ships for transport back to the Cartel's secret bases. All ships captured are considered stripped clean of valuable/useful cargo and left at the interception point. The Pirate does not have the luxury (local defense forces were no doubt made aware of the interception, despite any jamming attempts) of towing ships away.
- V19.832 The Pirate player is prohibited from destroying captured ships. A pirate that merely steals is an annoyance. One that kills helpless merchants and Auxiliary Units [V15.00] is a menace to be dealt with immediately. The criminal *Law of Diminishing Returns* dictates that the Orion Pirate player does no more damage or killing than is absolutely necessary.
- V19.833 If a freighter (or escort) signals surrender, the Pirate cannot take further offensive action against that unit except to capture it. Likewise, the unit may not resist the Pirate further, or assist other units in resisting the Pirate, or attempt to escape. Units that surrender count towards meeting the requirements for successful supply line disruption [V19.850].
- V19.834 Because the Orion Pirate is on such a tight time schedule and has

not the luxury of chasing all his/her potential victims down, any unit that attempts to disengage by sub-light evasion [C7.3] gains a bonus of one (1) on its die roll. Further, the range needed to achieve disengagement by separation [C7.2] is reduced by fifteen (15) tactical hexes. Note that disengagement by sub-light evasion causes the unit that disengaged to be considered as “destroyed” for the purposes of determining if the Supply Line has been successfully disrupted [V19.818]. Use V13.90 to determine if the unit is “destroyed” for the purposes of Rank, Crew and Economic Point awards.

- V19.835 Any Freighter or escort rendered uncontrolled [G2.2] is considered to have surrendered as per V19.833.
- V19.836 The Orion Pirate **must** use Non-Violent Combat [D6.4] rules when firing on Freighters (excluding Armed Freighters), or on Q-Ships that haven't revealed their status. See V20.36-20.38.
- V19.837 Any Freighter (or Armed Freighter) that takes a “Cargo” hit must roll 2d6 for **each** such hit that is taken. On a 9 or greater, munitions carried in the Freighter (this is a war zone, after all) have been touched off by the damage, and explode. This causes 1d6 additional points of internal damage to the freighter, distributed using the DAC. Any further Cargo hits must be rolled for as per this rule.
- Exception:** Q-Ships do not suffer from this effect.
- V19.838 If, under V19.837, a Freighter is destroyed by a chain reaction, it causes damage to surrounding units as a Nuclear Space Mine (*i.e.* 35 points).

V19.840 Economic Awards

- V19.841 The Orion Pirate is awarded Economic Points, after the tactical battle, as per Table V19.842.
- V19.842 Table - Piracy Economic Awards:

Each Small Freighter destroyed	0.25 EP
Each Large Freighter destroyed	0.50 EP
Each Small Freighter captured	2.00 EP
Each Large Freighter captured	4.00 EP
Each Small Q-Ship destroyed	0.25 EP
Each Large Q-Ship destroyed	0.50 EP
Each Small Q-Ship crippled	0.50 EP
Each Large Q-Ship crippled	0.75 EP

V19.842 These Economic Points are counted as losses on the appropriate Team's Financial Allocation or Financial Disbursement Form. These are counted as income on the Orion Financial Management Form.

V19.843 Fractional values are retained (*i.e.* do not round).

V19.850 Effecting Supply Deprivation

V19.851 Calculate the total number of Cargo boxes in the Supply Convoy, ignoring the Cargo boxes of Q-Ships and escorts (*i.e.* warships). At least one-half (round down) of the total Cargo capacity of the Supply Convoy must be either destroyed, captured or otherwise prevented from successfully disengaging in order for the unit(s) they are servicing to be Out Of Supply.

V19.852 If this condition is met, the Supply Convoy (or what is left of it) returns to the Supply Point without continuing on to meet with the unit(s) it was supposed to supply. The Supply Line is disrupted and the unit (or units) serviced by the Supply Line are Out of Supply for the remainder of the Strategic Turn.

V19.860 Rank Points

V19.861 The Orion Pirate is awarded Rank Points on the following basis:

V19.8611 Table - Piracy Rank Point Awards:

Each Small Freighter destroyed	2 RP
Each Large Freighter destroyed	4 RP
Each Small Freighter captured	3 RP
Each Large Freighter captured	6 RP
Each Small Q-Ship destroyed	3 RP
Each Large Q-Ship destroyed	6 RP
Each Small Q-Ship crippled	4 RP
Each Large Q-Ship crippled	8 RP

Exception: Units damaged or destroyed by chain-reaction explosions as per V19.837 count only one-half value, round down.

V19.8612 Total the award based on the Table in V19.8611.

V19.8613 Total the Combat BPV of all the Q-Ships, Armed Freighters, Auxiliary and Incidental Units involved in defending the Convoy. If no non-Freighter units were in

the Convoy, then use one-half (round up) of the Pirate's BPV.

- V19.8614 Determine the Award Multiplier by dividing the total Combat BPV of the defending escorts by the total Combat BPV of the Orion unit(s).
- V19.8615 Multiply the Rank Point award by the Award Multiplier and drop all fractions.
- V19.8616 The result is the number of Rank Points actually awarded to the Pirate player. This total may be modified further by the Rank Modifier [V14.53] of the Pirate player's Character.

V19.862 These Rank Points may be accumulated or spent as outlined in V15.00.

V19.870 Crew Points

- V19.871 Crew Points are awarded to the Pirate player at the rate of five (5) Crew Points per Rank Point awarded **before** the Rank adjustment in V19.8614.
- V19.872 These Crew Points may be spent as outlined in V18.00, the general rules for Crew Points.
- V19.873 The Pirate Team earns fewer Crew Points per Rank Point as compared to the other Teams due to the fact that the Orions lack the sophisticated training facilities of the other Teams.

V19.880 Restrictions and Notes

- V19.881 Note that in all the tables presented, there are no Economic, Rank, or Crew Point values for capturing Q-Ships, since they carry very little cargo (what Cargo boxes they do have are dedicated to self-supply) and have little to steal. As the Pirate does not have the luxury of towing away disabled ships, there is no gain to capturing a Q-Ship. Crippling awards more Rank and Crew Points in reflection of the fact that there is little to be gained by destroying a helpless enemy.
- V19.882 The Economic Point awards for destroying or crippling Q-Ships come from local and galactic crime figures that gladly offer bounties to those who wreak havoc among law enforcement authorities. Crippling carries a higher bounty as it forces local authorities to repair units rather than simply request new ones from the central government.
- V19.883 The composition of a given Supply Convoy is determined by the GameMaster as per V2.50. Teams may purchase Auxiliary Units

[V15.00] for assignment to any given Supply Line's Convoy [V15.20]. These units are not replaced if lost (unless a new one is purchased).

- V19.884 If the Orion Player fails, on any Movement Phase, to perform a successful intercept, s/he may try again as per 19.823 so long as s/he has Operational Movement Points left.
- V19.885 The Pirate player is allowed **one** successful interception per unit deployed for Supply Line Disruption per Strategic Turn. After performing it, the Pirate unit(s) deployed for this purpose is limited to Normal Strategic Movement (with certain exceptions, see V2.79). It may not attempt another interception; however, other Orion units may intercept other convoys. As per V19.824, a given Supply Line may only be disrupted once per Strategic Turn.
- V19.886 If the Pirate has not accomplished his/her objective, as per 19.851, within ten (10) tactical Turns, the Pirate must cease to attack the Convoy and Disengage. Normal convoy and Incidental units will **not** pursue the Pirate (player-purchased Auxiliary Units [V15.00] are allowed to do so).

V19.890 Tactical Combat For Supply Convoy Interception

- V19.891 The rules of V19.890 are used in place of the Tactical Combat Interface [V13.00] when an Orion Pirate successfully intercepts a Supply Convoy and tactical combat ensues, except where these rules specifically reference the Tactical Combat Interface. For all other tactical combat involving the Orion Pirates, V13.00 is used normally. During Supply Convoy combat, the Orion Pirates are considered the Attacking Team and the Supply Convoy units are referred to as the Defending Team [V13.14].
- V19.892 It is assumed the Orion Pirate will not allow the Supply Convoy the option of Withdrawal Before Combat [V13.20]. Additionally, regardless of the presence of any Carrier or PF Tender as an Incidental Unit [V16.70] or Auxiliary Unit [V15.00], the Orion Pirate is **not required** to offer to fight an Approach Battle [V13.30] (and it's counter to the Orion Pirate's interests to do so). Determine Weapon Status normally using V13.410.
- V19.893 The battle takes place using a standard tactical map of 42 by 30 hexes, but V13.420, V13.430, V13.440 and V13.450 are not used for unit placement. Instead, Defending Team-Commander places the first Supply Convoy unit (a Freighter, Armed Freighter or Q-Ship) anywhere in hex rows 40XX, 41XX or 42XX, with facing E or F. The Defending Team-Commander then places the remaining Supply Convoy units (Freighters, Armed Freighters, Q-Ships and any Auxiliary Units) per 13.433, except that all placement must be

- within hex rows 40XX, 41XX or 42XX, and facings must be E or F.
- V19.894 Once all Supply Convoy units have been placed, the Orion Pirate places all intercepting units anywhere in hex rows 01XX, 02XX or 03XX, with facings B or C.
- V19.895 Finally, the Supply Convoy Incidental Units [V16.70] are placed per V13.460, but must have facings E or F.
- V19.896 The tactical map may float “up” or “down”, but not “left” or “right”. Thus, the “width” of the tactical map is fixed at 42 hexes, but the “height” may be increased beyond 30 hexes.
- V19.897 Any Supply Convoy Freighter or Armed Freighter that leaves the tactical map *via* hex row 01XX with a facing of E or F is considered to have successfully evaded the Orion Pirate attack and continued on to meet the unit(s) being resupplied. Any Supply Convoy Freighter or Armed Freighter that disengages by separation [V19.834] with a facing of E or F is likewise considered to have successfully evaded the Pirate attack, but cannot begin the fulfill the tactical requirements of C7.2 until two (2) full tactical turns have elapsed. Any Supply Convoy Freighter or Armed Freighter that leaves the map with any other facing, or *via* any map border other than hex row 01XX, is counted towards meeting the requirements for successful supply line disruption [V19.850]. Any Supply Convoy Q-Ship, Auxiliary Unit or non-Freighter Incidental Unit may disengage with any facing and *via* any map border without affecting the calculation of successful supply line disruption. The Orion Pirate may not engage in Pursuit [V13.60] of Supply Convoy units.
- Important Note:** Per G7.273, if a Supply Convoy unit disengages *via* any hex row other than 01XX while tractor-linked to an Orion unit, then the tractoring Orion unit also disengages at the same time. An Orion unit forced to disengage under this circumstance must drop any active tractor link to any Supply Convoy unit still on the map.
- V19.898 The Orion Pirate may disengage with any facing and *via* any map border. Supply Convoy units (including Incidental Units, but excluding Auxiliary Units) will not engage in Pursuit [V13.60] of the Orion Pirate ship(s).

V19.90 Orion Optional Mounts And Restricted Weapon Production

V19.91 Restricted Weapons and Systems

- V19.911 The Orion Pirates have very limited facilities for constructing both ships and weapon systems. While a not-insignificant military force, the Pirates simply do not have the vast production capabilities of empires like the Federation or Klingons. The Orion Pirates rely on a combination of captured, purchased and stolen weapons to augment their meager production ability.
- V19.912 Purchasing (from other Teams) and/or stealing weapon systems to fulfill the Orion Pirate Team's appetites for particular weapon systems is not within the scope of Border Patrol. Those activities take place at the Cartel level, and the Cartel controls disbursement of weapon systems to the various families within its operational sphere. For this reason, Orion Pirate units are restricted in optional weapon mounts and selection as noted in G15.44 and U7.24 of the SFB rules. In Border Patrol, V19.90 defines precisely how those limits affect the Orion Pirate Team.
- V19.913 The Orion Pirate Team may produce (build) the following weapons systems in unlimited quantities, in accordance with the time lines presented in **Annex V-B Orion Pirate Option Availability Chart**, as long as the Team possesses the financial capability to pay for them: Phaser-1, Phaser-2, Phaser-3, Photon Torpedo, Drones (including launchers, but still bounded by racial drone percentage limits and the **Annex V-B** time line) and ADDs (as limited in **Annex V-B**). These weapon systems may occupy up to 100% of Orion Pirate Option mounts.
- V19.914 The Orion Pirate Team may produce (build) the following weapon systems in limited quantities, in accordance with the time lines presented in **Annex V-B Orion Pirate Option Availability Chart**, as long as the Team possesses the financial capability to pay for them: Disruptors and Plasma Torpedoes (see **Annex V-B** for availability of Disruptor ranges and specific launcher types). If the Hydrans have been retained as an Alliance race, then Fusion Beams and Hellbores are also available under this rule. These weapon systems may occupy no more than 30% of Orion Pirate Option mounts, except that an Orion Pirate ship with three (3) or fewer Option mounts may have one (1) of these weapon systems.
- V19.915 The Orion Pirate Team may produce (build) the following special non-weapon systems in very limited quantities, in accordance with the time lines presented in **Annex V-B Orion Pirate Option Availability Chart**, as long as the Team possesses the financial capability to pay for them: DERFACS, UIM, Special Sensors and

Cloaking Devices. These systems may not be present on more than 20% of Orion Pirate units at any given time.

V19.916 While the Phaser-G is a technology considered “known” for the Orion Pirate Team's Cartel, it is nevertheless a notoriously difficult-to-obtain weapon system. Once the Phaser-G becomes available [V0.80] to purchase, the Cartel (of which the Orion Pirate Team is a part) will acquire (through purchase, theft or actually building) one (1) Phaser-G weapon system every three (3) months (Turns), at the end of the Turn. At the start of the following Turn, the Orion Pirate Team may attempt to acquire the weapon system for their own use [V19.92]. In general, not more more than 70% of Orion Pirate Option mounts may contain Phaser-G weapon systems.

Exception: Captured systems [V19.94].

V19.917 Due to the expense and difficulty of obtaining them, the limit of 70% of Option mounts utilizing Phaser-G weapon systems is additionally restricted by the Cartel. The Cartel will not permit the Orion Pirate Team to install more than one (1) Phaser-G weapon system on a ship, unless all ships operated by the Team already have at least one (1) Phaser-G weapon system. No more than two (2) Phaser-G weapon systems may be installed on any single ship. In short, the Phaser-G weapon system is too difficult, and expensive, to obtain to allow any one Cartel member to “put all the eggs in one basket” by installing them all on a single ship.

V19.92 Special Phaser-G Acquisition Rules

V19.921 When a Phaser-G weapon system has been acquired (using whatever means) by the Orion Pirate Team's Cartel, the Orion Pirate Team-Commander may attempt to get the Cartel to allocate the weapon system to one of his (or her) ships. The Orion Pirate Team-Commander is competing for the weapon system with other similar Pirates, who also want powerful weapon systems for their own ships.

V19.922 During the Economic Production Phase (2E2-3) of the Turn when the Phaser-G weapon system is available [V19.916], the Orion Pirate rolls 1d6. This roll may be adjusted [V19.923-.925].

V19.923 For each Influence Point (IP) spent by the Orion Pirate Team-Commander, one (1) is subtracted from the roll.

V19.924 For every two (2) BPV spent by the Orion Pirate Team-Commander to bribe his (or her) superiors, one (1) is subtracted from the roll.

V19.925 The total adjustments to the roll derived from V19.923 and V19.924 cannot exceed four (4). Thus, the Orion Pirate Team-Commander may spend 2 IPs and 4 BPV, or no IPs and 8 BPV, or

4 IPs and no BPV, but under no circumstances can more than four (4) be subtracted from the roll. There is no requirement to adjust the roll.

- V19.926 If the adjusted roll is one (1) or less, the Orion Pirate Team may acquire the Phaser-G weapon system. It still must be paid for and installed on a unit.
- V19.927 The Orion Pirate Team must have a unit eligible to mount the Phaser-G weapon system [V19.916] when it acquires the weapon system. The Orion Pirate Team may not attempt to acquire a Phaser-G weapon system if it does not have such a unit, and is prohibited from “stockpiling” such weapon systems. If the Orion Pirate Team allocated BPV to building a new unit during that Turn, and the unit has Option mounts, then the Phaser-G may be mounted in an Option mount.
- V19.928 If the adjusted roll is two (2) or more, the Cartel allocates the weapon system to another crime family in the Cartel. The Orion Pirate Team must wait until another Phaser-G weapon system becomes available before trying again.
- V19.929 Regardless of the outcome, any IPs or BPV spent to adjust the roll are not refunded or returned. It is also important to note that a Phaser-G only adds one (1) BPV to a ship when calculating V19.09.

V19.93 Changing Option Mounts

- V19.931 The Orion Pirate Team may change systems in Option mounts at will, but must observe the limits in V19.913, V19.914 and V19.916. Additionally, systems such as DERFACS, UIM and cloaking devices may be installed on Orion Pirate ships, within the limits in V19.915.
- V19.932 Each such alteration to an existing ship counts as a Refit [V4.50], but multiple such actions may be applied to a single unit in the course of a single Refit. Thus, in a single Refit, the Orion Pirate may remove, from the single ship being Refitted, a Phaser-1, and install both a Disruptor and DERFACS.
- V19.933 There is no cost to remove an existing system box from an Option mount, but the Orion Pirate Team receives no BPV when doing so (in exchange for the “free” labor, the Base takes the system to sell to someone else). Systems being placed into a vacated Option mount must be paid for normally [V4.26] (but there is no labor cost).
- V19.934 Per V19.13, an Orion Pirate unit must leave the Strategic Map to receive a Refit.

V19.94 Captured Weapons And Other Systems

- V19.941 If the Orion Pirate Team captures a unit that is equipped with an Orion-quantity-restricted weapon system (e.g. Phaser-G, Disruptor, Plasma Torpedo), a weapon system that the Orion Pirates would not normally have (e.g. Plasma Torpedo Type R, Stasis Field Generator), or another Orion-quantity-restricted system (e.g. UIM, DERFACS, Special Sensor, cloaking device), and the system was not destroyed (or was destroyed, but then repaired using CDR or EDR prior to the unit's capture), then the Orion Pirate may use the captured system to exceed the system limits given in V19.913-19.916.
- V19.942 The Orion Pirate Team must have an Orion unit tow the captured ship from the Strategic Map. The towing and captured ships may only leave the Map *via* V19.05, but once that has happened, the captured ship may not be found or reclaimed by any other Team. If the original owners of the captured unit cannot intercept the Orion Pirates and recover the captured unit before the Pirates leave the Map, the captured unit is considered destroyed (except the crew will survive as if rescued from capture [V4.930]).
- V19.943 Once the captured ship has reached a secret Base, it is Scrapped [V4.950]. The Orion Pirates gain BPV as per V4.953 and V4.954, except that the BPV (per **Annex V-B**) of any specific system(s) that the Orion Pirate Team wish to transfer to the Orion Option mount(s) of their own ships is deducted. If the result is a negative amount, then the Orion Pirate Team must pay the difference.
- V19.944 Only intact and operational weapons and other systems may be removed from a captured ship during Scrapping.
- V19.945 Unlike V19.927, the Orion Pirate ship for which a captured weapon or other system is destined does not have to be off the Map and available for Refit during the same Turn as the captured unit is Scrapped. The Orion unit may arrive during the Initial Activities Phase of the Turn following Scrapping of the captured ship. If that does not happen, then the captured weapon or other system is sold by the Cartel and the Orion Pirate Team receives 90% (round down to the nearest tenth) of the BPV of the system.

V19.95 Additional Restrictions

- V19.951 If the Orion Pirate Team has a unit that is equipped with an Orion-quantity-restricted weapon system (e.g. Phaser-G, Disruptor, Plasma Torpedo), a weapon system that the Orion Pirates would not normally have (e.g. Plasma Torpedo Type R, Stasis Field Generator), or another Orion-quantity-restricted system (e.g. UIM,

DERFACS, Special Sensor, cloaking device), and the Team decides to remove the system from the ship on which it is installed, the Orion Pirate Team will be unable to retain the removed system unless they have another ship on which it can be immediately installed.

- V19.952 For the purposes of this rule, “immediately” includes an eligible Orion Pirate unit that leaves the Map during the Initial Activities Phase of the Turn following removal of the system.
- V19.953 If the Orion Pirate Team does not install the system on another eligible unit, the system is sold by the Cartel and the Orion Pirate Team gains 90% (round down to the nearest 0.1) of the BPV of the system.
- V19.954 If the Orion Pirate Team loses a system under these rules, then they cannot get the system back. They must use V19.91-19.94 to re-acquire a similar system.
- V19.955 See V12.50 concerning Orion Pirate Fighters.

End of Section 19: The Orion Pirates