

# BKN Orestes System Monitor Mk II

## SPECS

Class: Capital Ship  
In Service: 2222  
Point Value: 550  
Ramming Factor: 280  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 5 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16 (14)  
Stb/Port Defense: 16 (14)  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Penalty: -4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## HANGAR

12 Fighters  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10

## WEAPON DATA

### Railgun

Class: Matter  
Modes: Standard  
Damage: 3d10+3  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

### Particle Cannon

Class: Particle  
Modes: Raking  
Damage: 2d10+15  
Range Penalty: -1 per 2 hexes  
Fire Control: +5/+4/+2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

### Light Particle Cannon

Class: Particle  
Modes: Raking  
Damage: 2d10+8  
Range Penalty: -1 per hex  
Fire Control: +4/+2/0  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

### Med. Plasma Cannon

Class: Plasma  
Modes: Standard  
Damage: 3d10+4 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

### Standard Particle Beam

Class: Particle  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

### Interceptor Prototype

Intercept Rating:  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 1d10+3  
Fire Control: -/-/+4  
Range Penalty: -2 per hex

## FORWARD HITS

1-4: Retro Thrust  
5-6: Particle Cannon  
7-9: Railgun  
10-11: Interceptor  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-9: Med Plasma Cannon  
10-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Light Particle Cannon  
9-10: Interceptor  
11-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Struct  
10-11: Std Particle Beam  
12-13: Sensors  
14-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

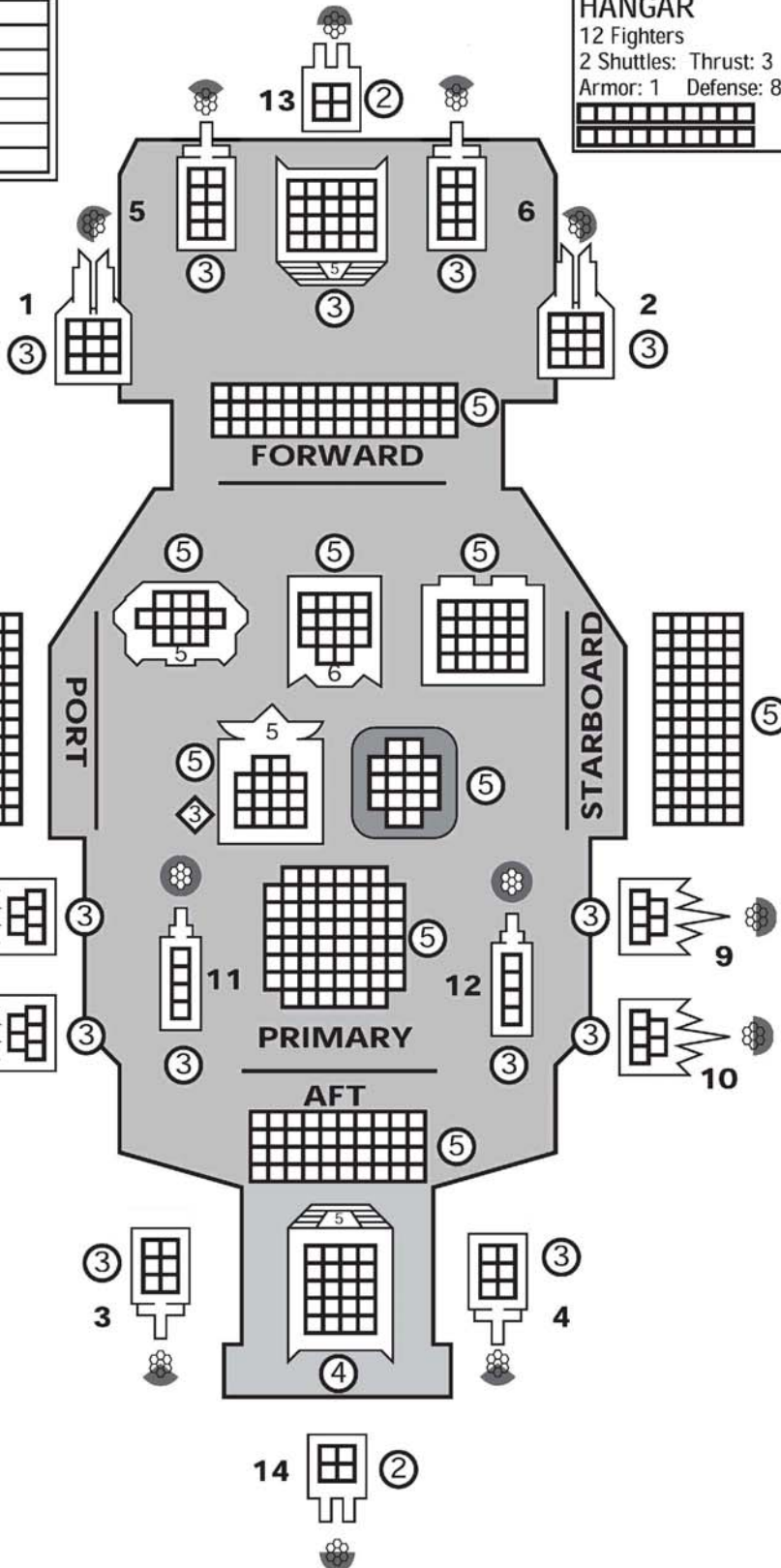
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Railgun
- Light Particle Cannon
- Med Plasma Cannon
- Particle Cannon
- Std Particle Beam
- Interceptor