

EA Odyssey Frigate (Beta Model)



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vs	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15 (12)
In Service: 2248	Turn Delay: 1 x Speed	Stb/Port Defense: 15 (12)
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

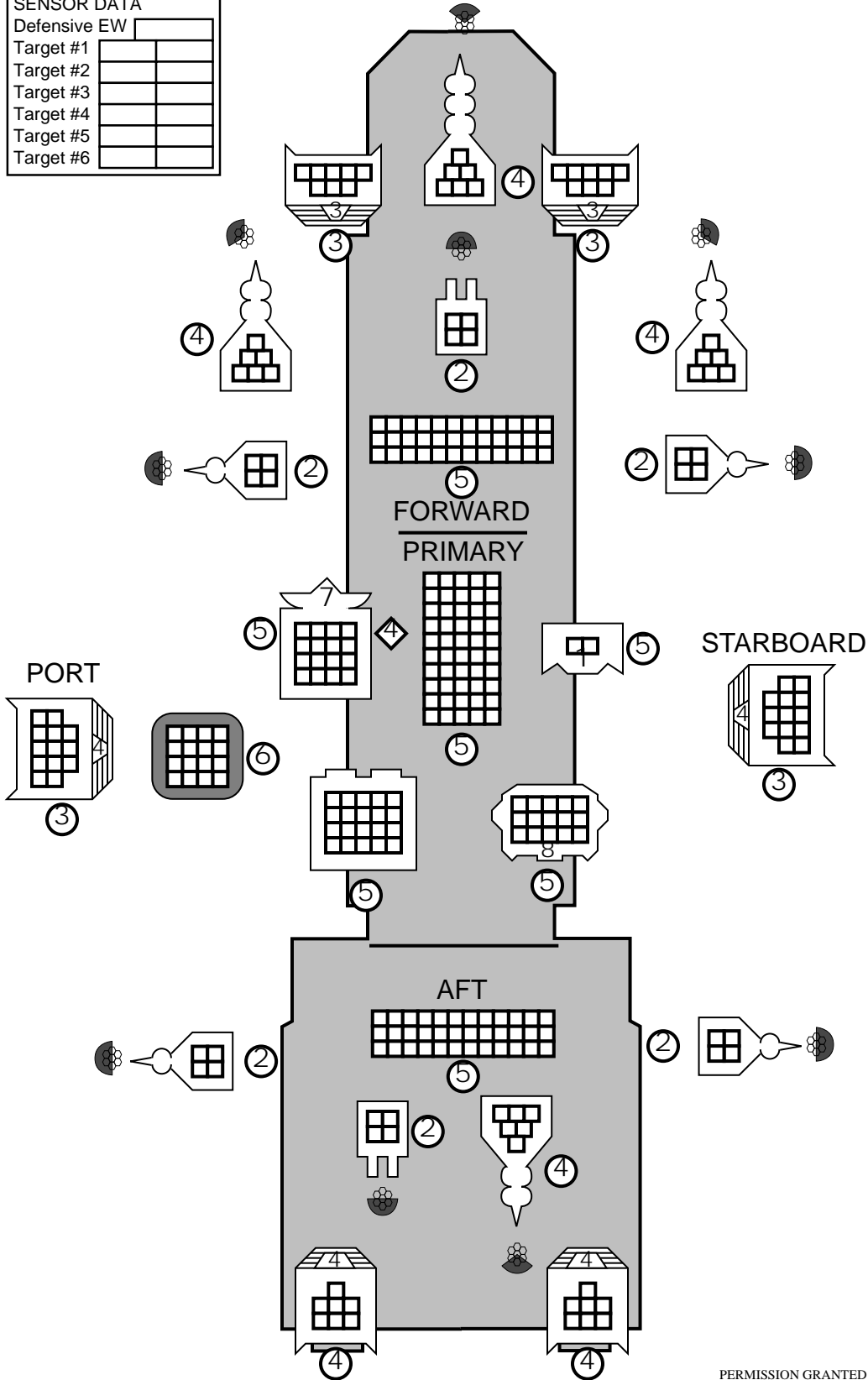
WEAPON DATA
Light Pulse Cannon Class: Particle Mode: Pulse Damage: 8 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -2 per hex Fire Control: +3/+3/+4 Intercept Rating: -2 Rate of Fire: 1 per turn
Heavy Pulse Cannon Class: Particle Mode: Pulse Damage: 15 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per 2 hexes Fire Control: +4/+3/+1 Intercept Rating: -1 Rate of Fire: 1 per 3 turns
Medium Pulse Cannon Class: Particle Mode: Pulse Damage: 10 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per hex Fire Control: +4/+3/+1 Intercept Rating: -2 Rate of Fire: 1 per 2 turns
Interceptor Mk-I Intercept Rating: -3 Rate of Fire: 1 per turn OFFENSIVE MODE: Class: Particle Mode: Standard Damage: 1d10+5 Fire Control: -/-/+6 Range Penalty: -2 per hex

FORWARD BITS
1-3: Retro Thrust
4-5: Heavy Pulse Cannon
6-7: Med Pulse Cannon
8-9: Interceptor
10-11: Lt. Pulse Cannon
12-18: Forward Struct
19-20: PRIMARY Hit

AFT BITS
1-6: Main Thrust
7-8: Pulse Cannon
9-10: Lt. Pulse Cannon
11-12: Interceptor
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY BITS
1-8: Primary Struct
9-11: Port/Stb Thrust
12-13: Sensors
14-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



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

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Hvy Pulse Cannon
Med. Pulse Cannon
Lt Pulse Cannon
Interceptor