

EA Oceanus Gun Cutter (Alpha Model)

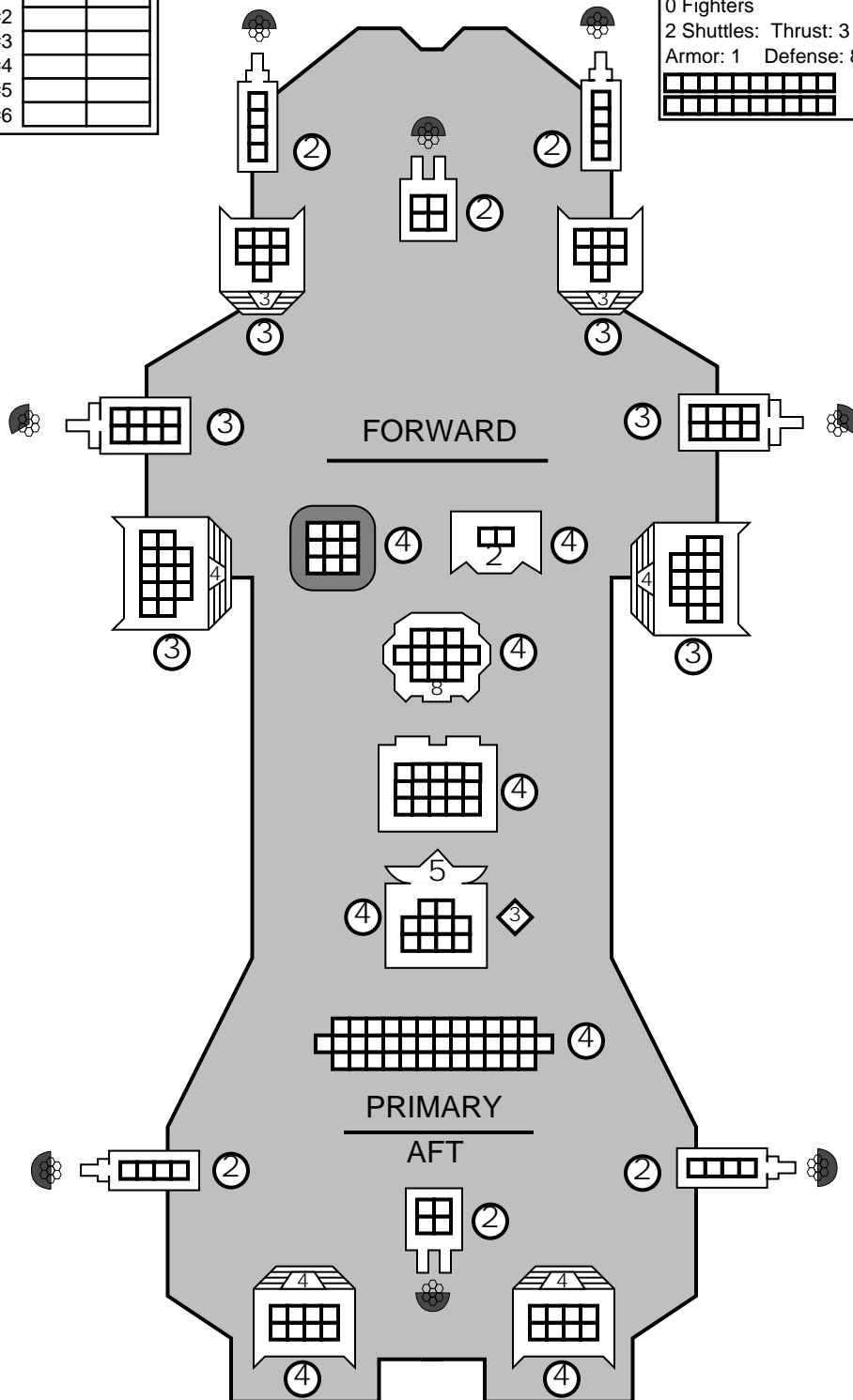
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost/3 Speed	Fwd/Aft Defense: 13 (10)
In Service: 2231	Turn Delay: 1/2 Speed	Stb/Port Defense: 13 (10)
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 40	Pivot Cost: 1+1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA
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
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 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










FORWARBITS
1-6Retro Thrust
7-8:Particle Cannon
9-10:Std Particle Beam (Front)
11-12:Interceptor
13-17:Structure
18-20:PRIMARY Hit
AFT HITS
1-8Main Thrust
9-10:Std Particle Beam (Rear)
11-12:Interceptor
13-17:Structure
18-20:PRIMARY Hit
PRIMARY HITS
1-8Port/Stb Thrust
9-11:Sensors
12-14:Engine
15-16: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
	Particle Cannon
	Std Particle Beam
	Interceptor