

## EA Oracle Battle Scout (Kappa Model)



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13 (10)
In Service: 2260	Turn Delay: 1 x Speed	Stb/Port Defense: 16 (13)
Point Value: 700	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 260	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
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	

### WEAPON DATA

#### Hvy Laser/Pulse Array

This weapon can fire as either a heavy laser or heavy pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

#### Heavy Laser Cannon

Class: Laser  
Modes: R, S  
Damage: 4d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

#### 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

#### Class-LH Missile Rack

Class: Ballistic  
Missiles: 20  
Range Penalty: None (+10)  
Fire Control: +4/+4/+4  
Rate of Fire: 1 per turn

#### 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

### FORWARD HITS

1-4: Retro Thrust  
5-6: Std Particle Beam  
7-8: Forward Sensors  
9-11: Interceptor  
12-18: Forward Struct  
19-20: PRIMARY Hit

### SIDE HITS

1-4: Port/Stb Thrust  
5-6: Heavy LPA  
7-8: Std Particle Beam  
9-18: Port/Stb Struct  
19-20: PRIMARY Hit

### AFT HITS

1-6: Main Thrust  
7-8: Std Particle Beam  
9-11: Interceptor  
12-18: Aft Struct  
19-20: PRIMARY Hit

### PRIMARY HITS

1-10: Primary Struct  
11: Jump Engine  
12: Missile Rack  
13-14: Primary Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

### SPECIAL NOTES

ELINT Ship

Restricted Deployment (10%)

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

Target #6

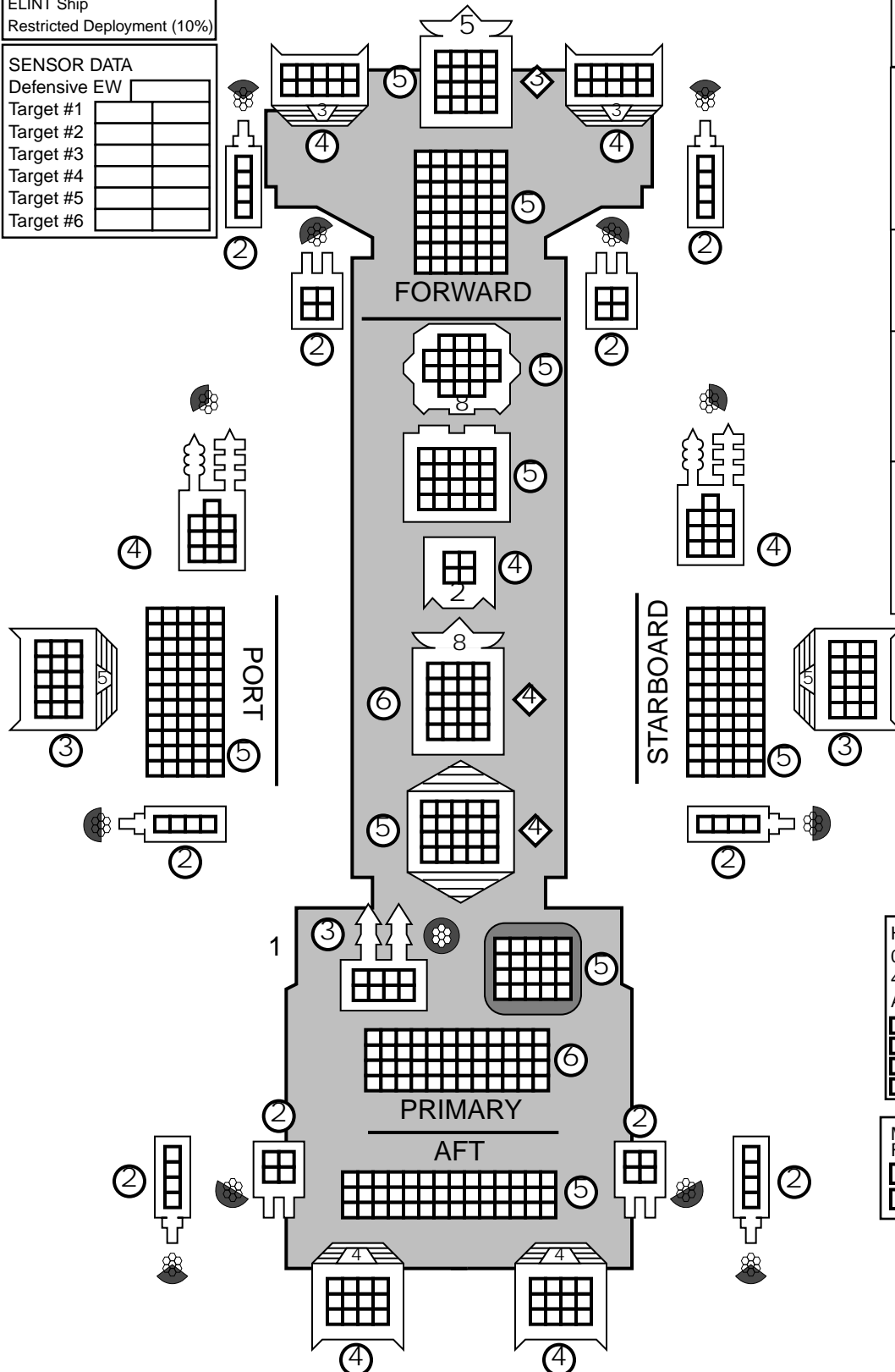
Target #6

Target #6

Target #6

### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Heavy Laser/Pulse Array
- Class-LH Missile Rack
- Interceptor

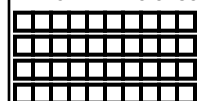


### HANGAR

0 Fighters

4 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



### MISSILES Rack #1

