




EA Orestes System Missile Monitor (Zeta Model)



SPECS					MANEUVERING					COMBAT STATS				
Class: Capital Ship					Turn Cost: 1 x Speed					Fwd/Aft Defense: 16 (13)				
In Service: 2261					Turn Delay: 1 x Speed					Stb/Port Defense: 16 (13)				
Point Value:					Accel/Decel Cost: 5 Thrust					Engine Efficiency: 4/1				
Ramming Factor: 280					Pivot Cost: 4+4 Thrust					Extra Power: +8				
Jump Delay: N/A					Roll Cost: 3+3 Thrust					Initiative Penalty: -2				
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	
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	
Medium Laser Cannon Class: Laser Mode: Raking Damage: 3d10+12 Range Penalty: -1 per 2 hexes Fire Control: +3/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns	
Class-LH Missile Rack Class: Ballistic Missiles: 20 Range Penalty: None (+1d) Fire Control: +4/+4/+4 Rate of Fire: 1 per turn	

FORWARD HITS
 1-4:Retro Thrust
 5-6:Heavy Laser Cannon
 7-9: Class LH-Rack
 10-11:Interceptor
 12-18: Forward Struct
 19-20:PRIMARY Hit

SIDE HITS
1-4:Port/Stb Thrust
5-9:Class L-Rack
10-18:Port/Stb Struct
19-20:PRIMARY Hit

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

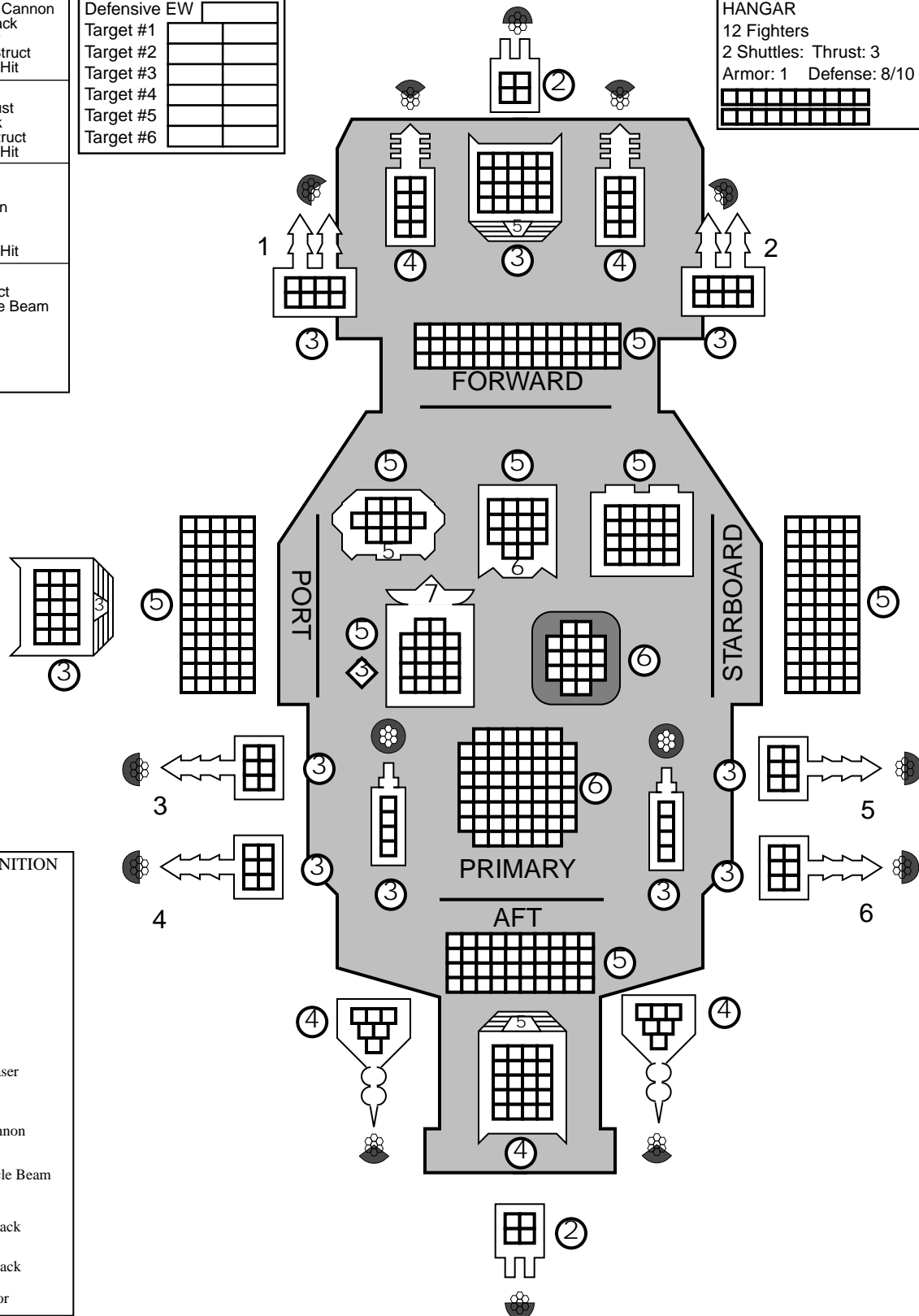
PRIMARY HITS
1-9:Primary Struct
10-11:Std Particle Beam
12-13:Sensors
14-15:Engine
16-17:Hangar
18-19:Reactor
20:C & C




SENSOR DATA

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

HANGAR

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



<p>Medium Pulse Cannon</p> <p>Class: Particle</p> <p>Mode: Pulse</p> <p>Damage: 10 1d5 Times</p> <p>Maximum Pulses: 6</p> <p>Grouping Range: +1 per 4</p> <p>Range Penalty: -1 per hex</p> <p>Fire Control: +4/+3/+1</p> <p>Intercept Rating: -2</p> <p>Rate of Fire: 1 per 2 turns</p>	
<p>Standard Particle Beam</p> <p>Class: Particle</p> <p>Modes: Standard</p> <p>Damage: 1d10+6</p> <p>Range Penalty: -1 per hex</p> <p>Fire Control: +4/+4/+4</p> <p>Intercept Rating: -2</p> <p>Rate of Fire: 1 per turn</p>	
<p>Interceptor Mk-I</p> <p>Intercept Rating: -3</p> <p>Rate of Fire: 1 per turn</p> <p>OFFENSIVE MODE:</p> <p>Class: Particle</p> <p>Mode: Standard</p> <p>Damage: 1d10+5</p> <p>Fire Control: --/+/-+6</p> <p>Range Penalty: -2 per hex</p>	

MISSILES

Rack #1

Rack #2

Rack #3

Rack #4

Rack #5

Rack #6

ICON RECOGNITION

