

EA Oracle Battle Scout (Zeta Model)



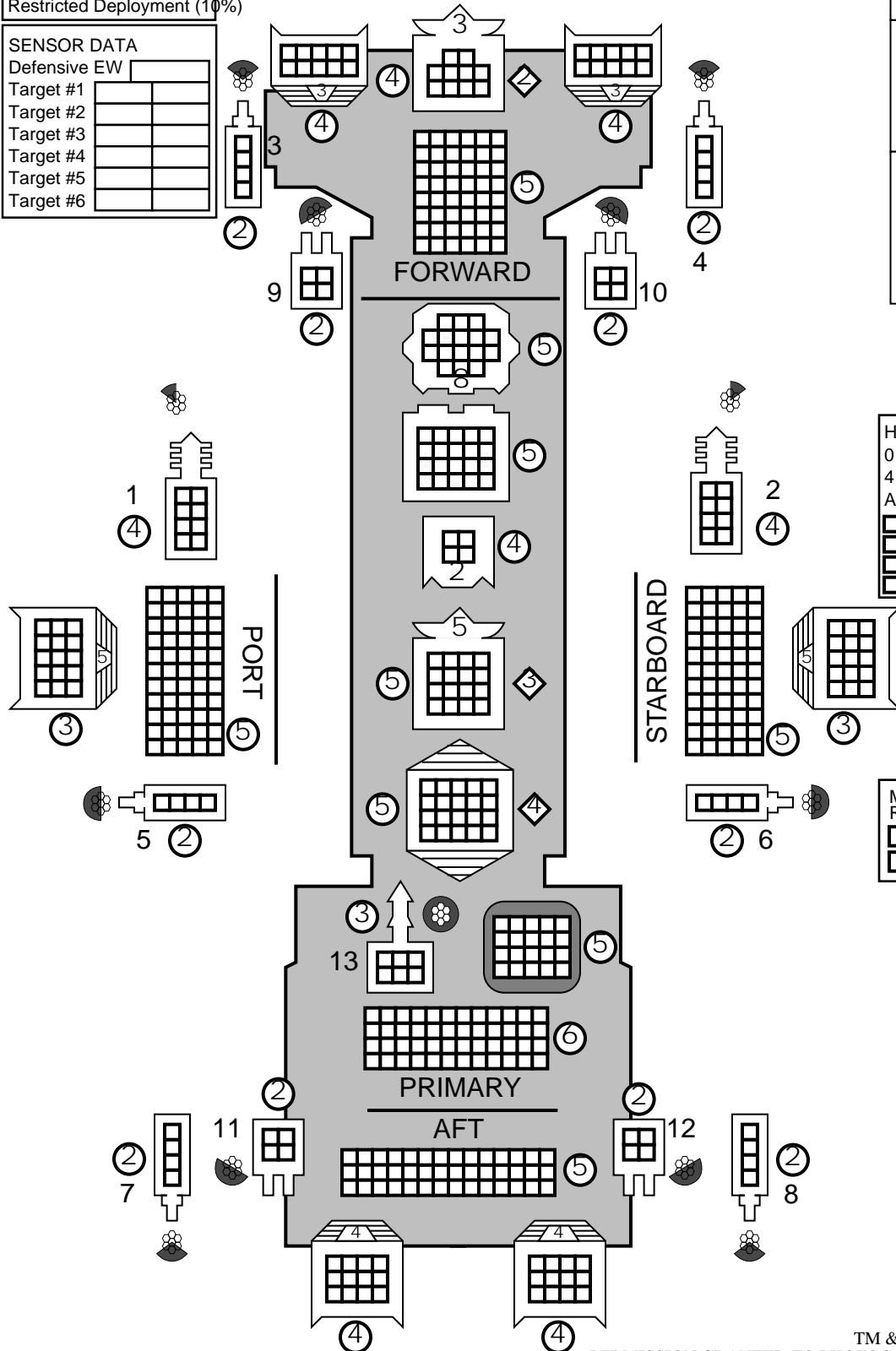
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13 (10)
In Service: 2245	Turn Delay: 1 x Speed	Stb/Port Defense: 16 (13)
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 260	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 24 Turns	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	
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	
Class-S Missile Rack	
Class: Ballistic	
Missiles: 20	
Range Penalty: None	
Fire Control: +3/+3/+3	
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	

FORWARD BITS
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 Laser Cannon
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	



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

MISSILES Rack #13	

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Std Particle Beam
	Hvy Laser Cannon
	Class-S Missile Rack
	Interceptor