

EA Oracle Scout Carrier (Epsilon Model)



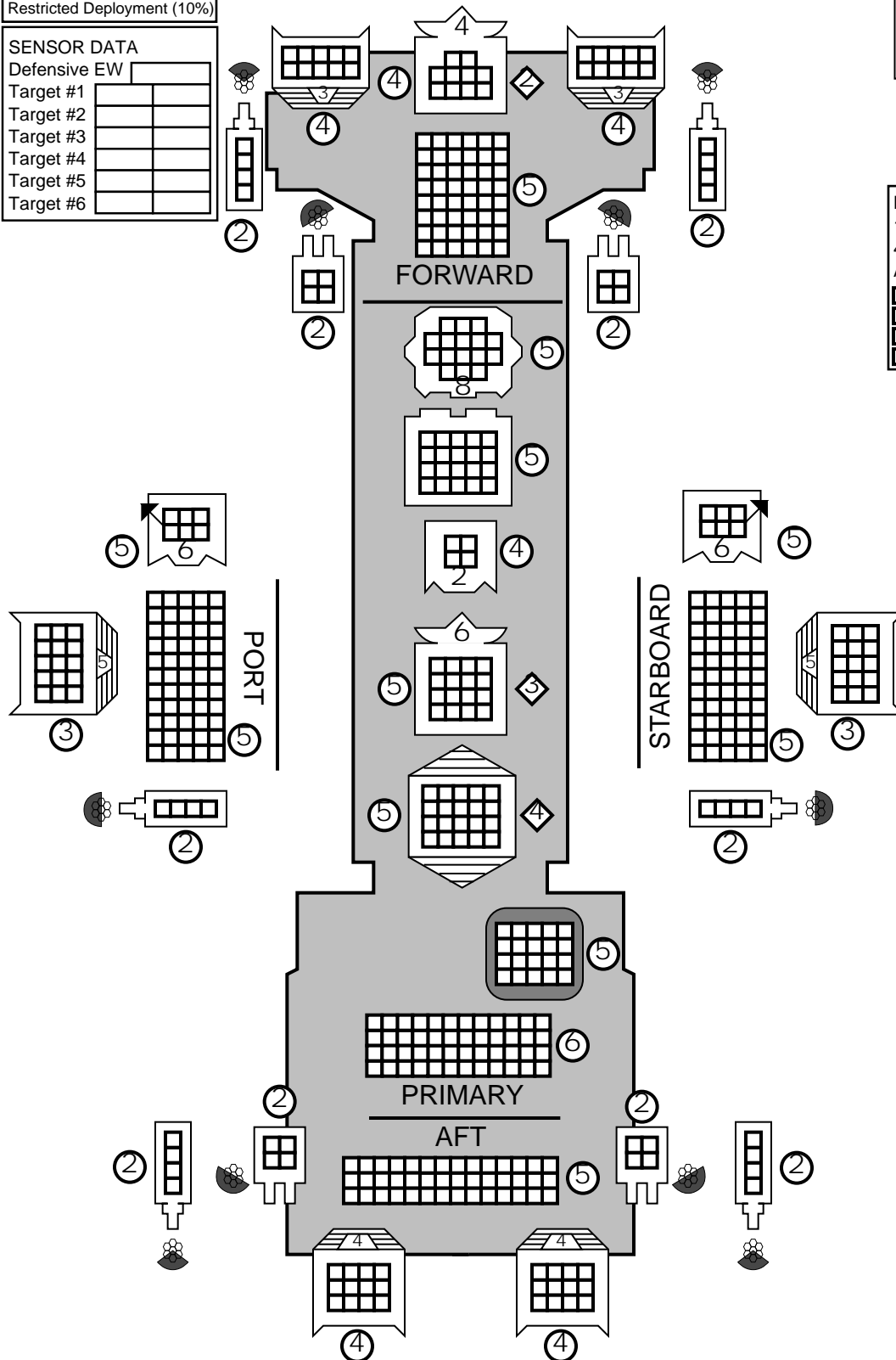
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13 (10)
In Service: 2241	Turn Delay: 1 x Speed	Stb/Port Defense: 16 (13)
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 260	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 24 Turns	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
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: Hangar
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
11-12: Jump Engine
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
12 Fighters
4 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Std Particle Beam
	Interceptor