

## EA Orestes Fast Gunship (Pi Model)

### SPECS

Class: Capital Ship  
In Service: 2260  
Point Value:  
Ramming Factor: 280  
Jump Delay: N/A

### MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

### COMBAT STATS

Fwd/Aft Defense: 16 (13)  
Stb/Port Defense: 16 (13)  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Penalty: +0



### 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

**Laser/Pulse Array**  
This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

#### 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

#### Medium Pulse Cannon

Class: Particle  
Mode: Pulse  
Damage: 10 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+1  
Intercept Rating: -2  
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 HITS**  
1-4: Retro Thrust  
5-8: Heavy LPA  
9-10: LH Rack  
11-12: Interceptor  
13-18: Forward Struct  
19-20: PRIMARY Hit

**SIDE HITS**  
1-4: Port/Stb Thrust  
5-9: Pulse Cannon  
10-11: Interceptor  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-6: Main Thrust  
7-8: LPA  
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

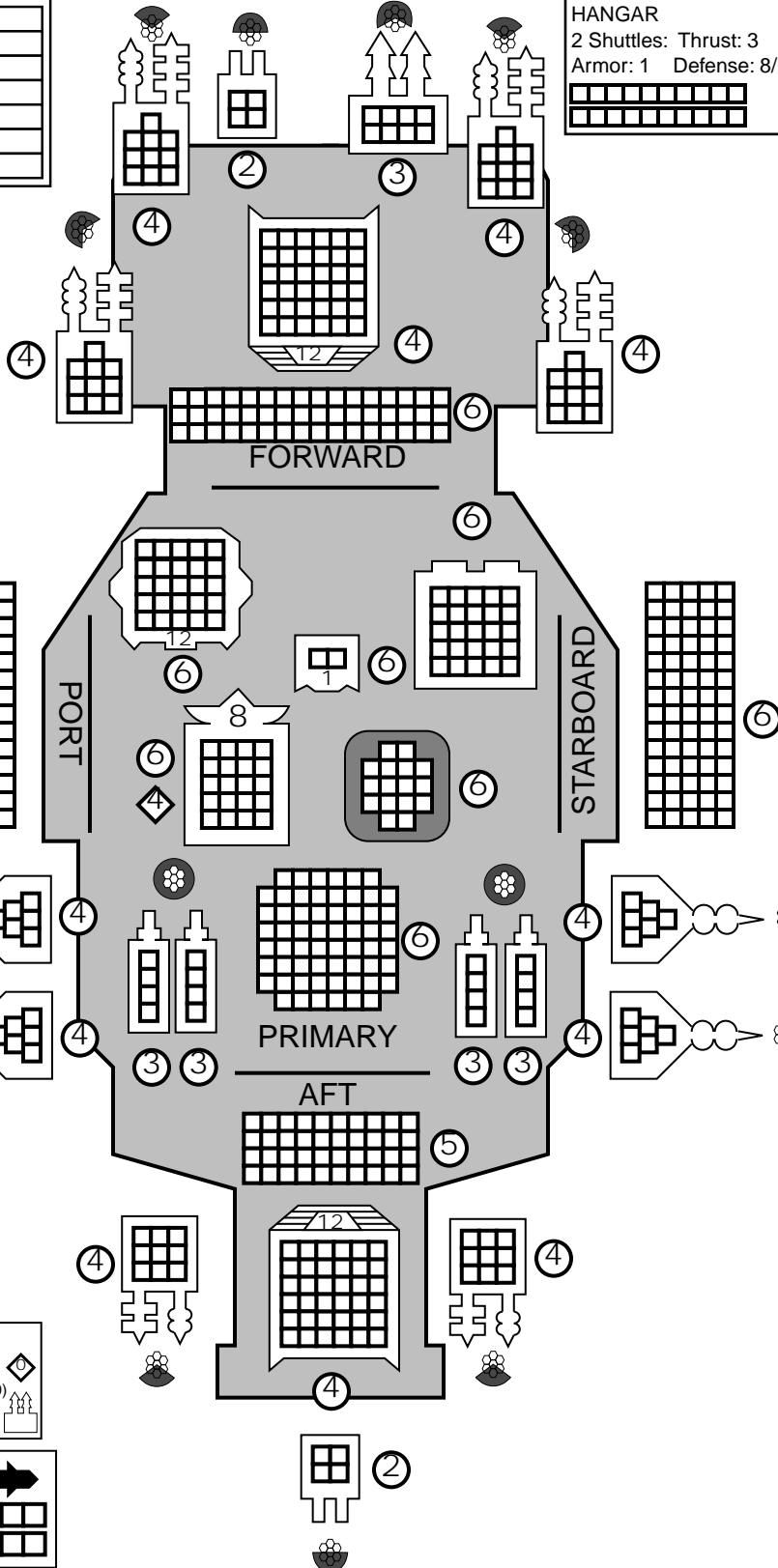
Target #5

Target #6

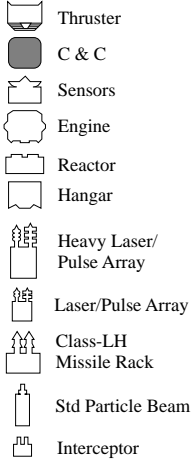
### HANGAR

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



### ICON RECOGNITION



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

### MISSILES Rack #1

