

EA Orestes Fast Gunship (Iota Model)

SPECS

Class: Capital Ship
In Service: 2259
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

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

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
5-9:Heavy LPA
10-11:Interceptor
12-18: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

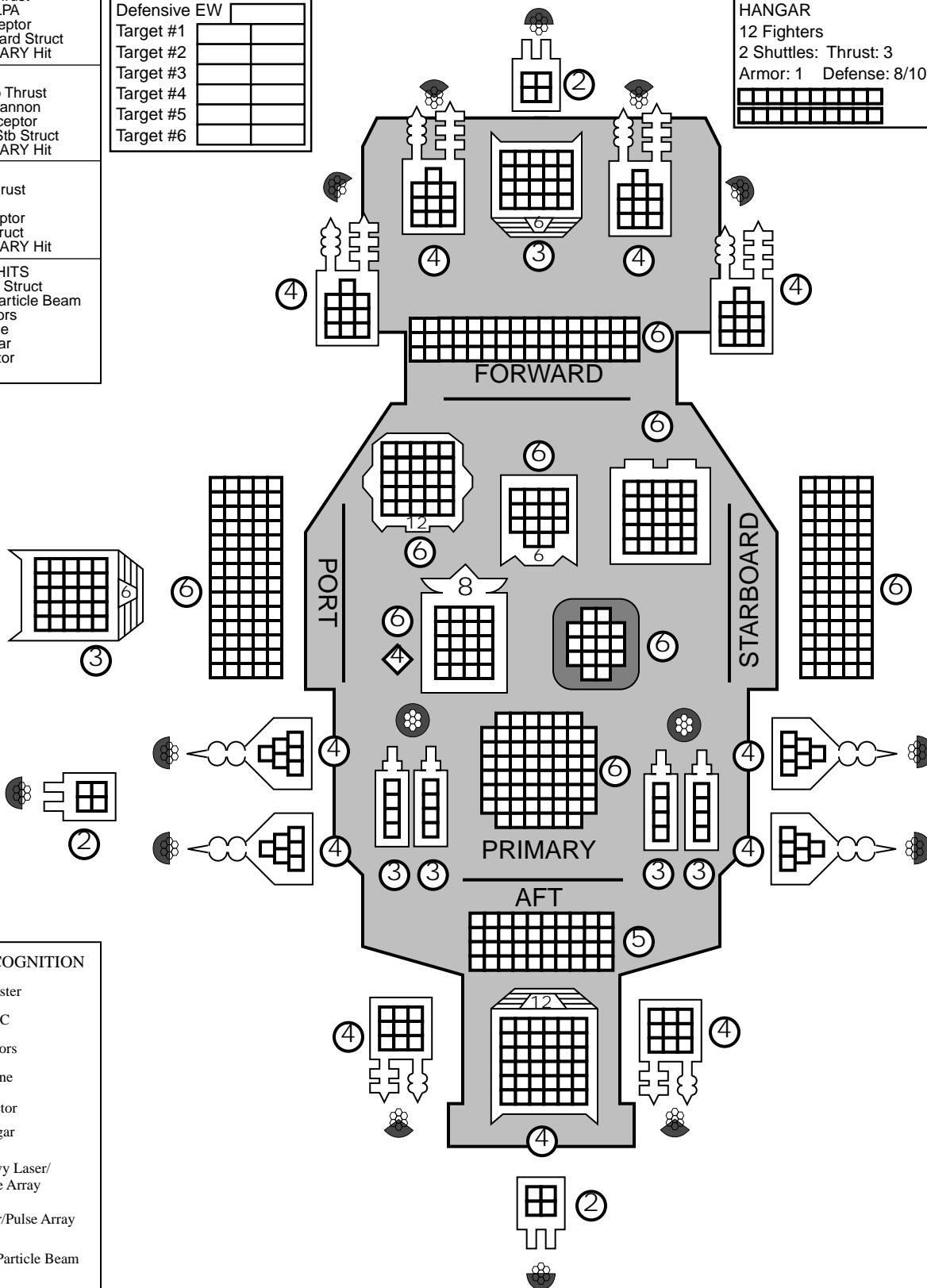
Target #6

HANGAR

12 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



ICON RECOGNITION

Thruster

C & C

Sensors

Engine

Reactor

Hangar

Heavy Laser/
Pulse Array

Laser/Pulse Array

Std Particle Beam

Interceptor