

EA Olympus Assault Corvette (Gamma Model)

| SPECS | MANEUVERING | COMBAT STATS |
|-----------------------|----------------------------|---------------------------|
| Class: Hvy Combat Vsr | Turn Cost: 2/3 Speed | Fwd/Aft Defense: 15 (12) |
| In Service: 2231 | Turn Delay: 1 x Speed | Stb/Port Defense: 15 (12) |
| Point Value: | Accel/Decel Cost: 2 Thrust | Engine Efficiency: 2/1 |
| Ramming Factor: | Pivot Cost: 2+2 Thrust | Extra Power: 0 |
| Jump Delay: N/A | Roll Cost: 2+2 Thrust | Initiative Bonus: +6 |
| Speed | 1 2 3 4 5 6 7 8 9 10 11 12 | |
| Turn Cost | 1 2 2 3 4 4 5 6 6 7 8 8 | |
| Turn Delay | 1 2 3 4 5 6 7 8 9 10 11 12 | |



WEAPON DATA

Railgun
Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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
1-3: Retro Thrust
4-5: Med Plasma Cannon
6-7: Railgun
8-9: Interceptor
10-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Hvy Plasma Cannon
9-10: Railgun
11-12: Interceptor
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Struct
9-11: Port/Stb Thrust
12-13: Sensors
14-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SPECIAL RULE: On any hit scored on the port side, a natural roll of "20" is scored on the C&C.

SENSOR DATA

Defensive EW

Target #1

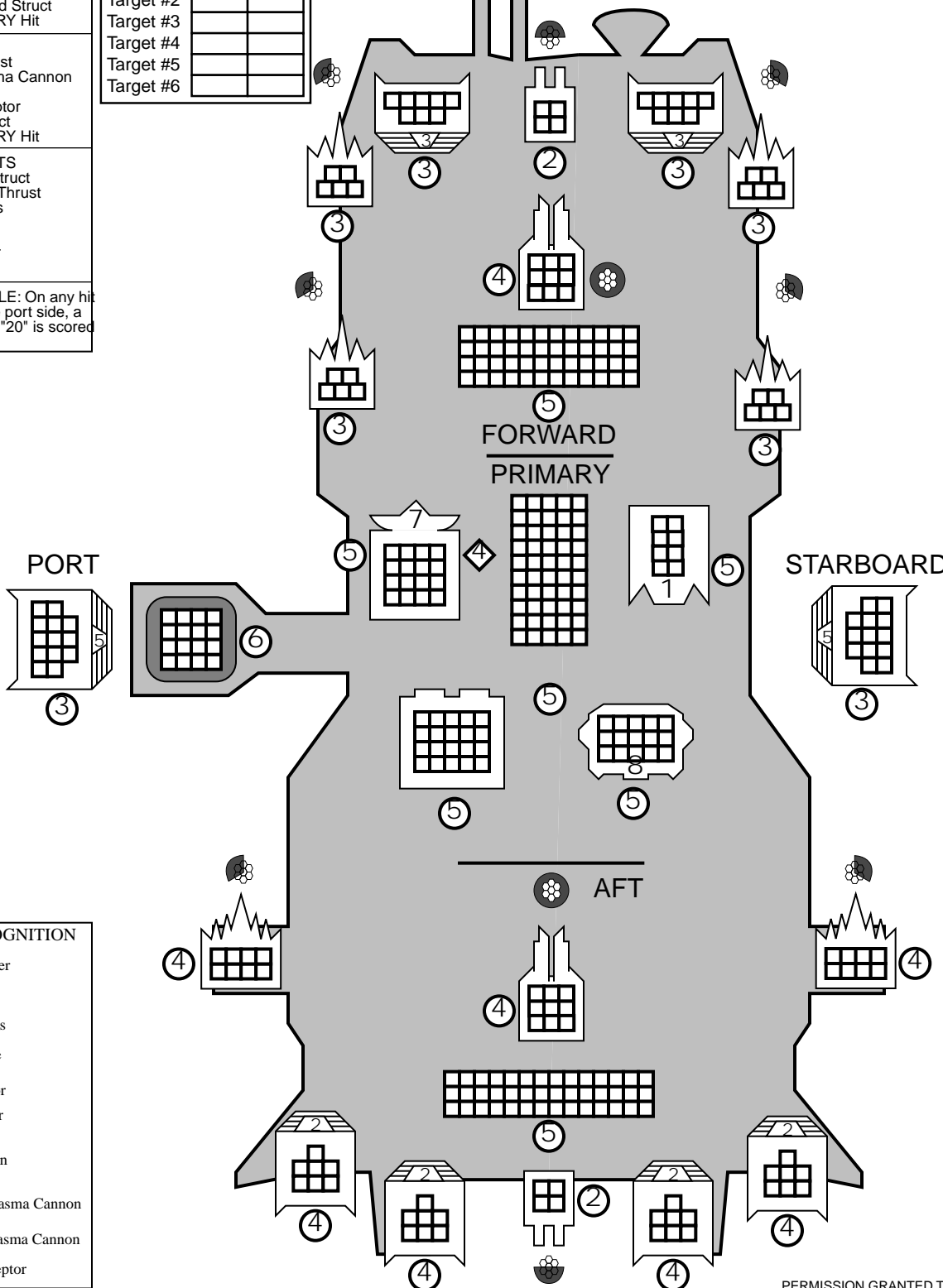
Target #2

Target #3

Target #4

Target #5

Target #6



HANGAR

0 Fighters
4 Assault Shuttles
2 Breaching Pods
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

EA BREACHING POD

Cost: 40 Defense: 10/10
Thrust: 6 Offense: 0
Armor: 3 Initiative: +9
No Weapons

HADES-CLASS

ASSAULT SHUTTLE
Cost: 30 Defense: 8/8
Thrust: 6 Offense: +3
Armor: 2 Initiative: +9
1 Uni-Pulse Cannon
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4
Fighter Firing Arc:

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Railgun
- Hvy Plasma Cannon
- Md. Plasma Cannon
- Interceptor