

EA Oceanus Blast Cutter (Beta Model)

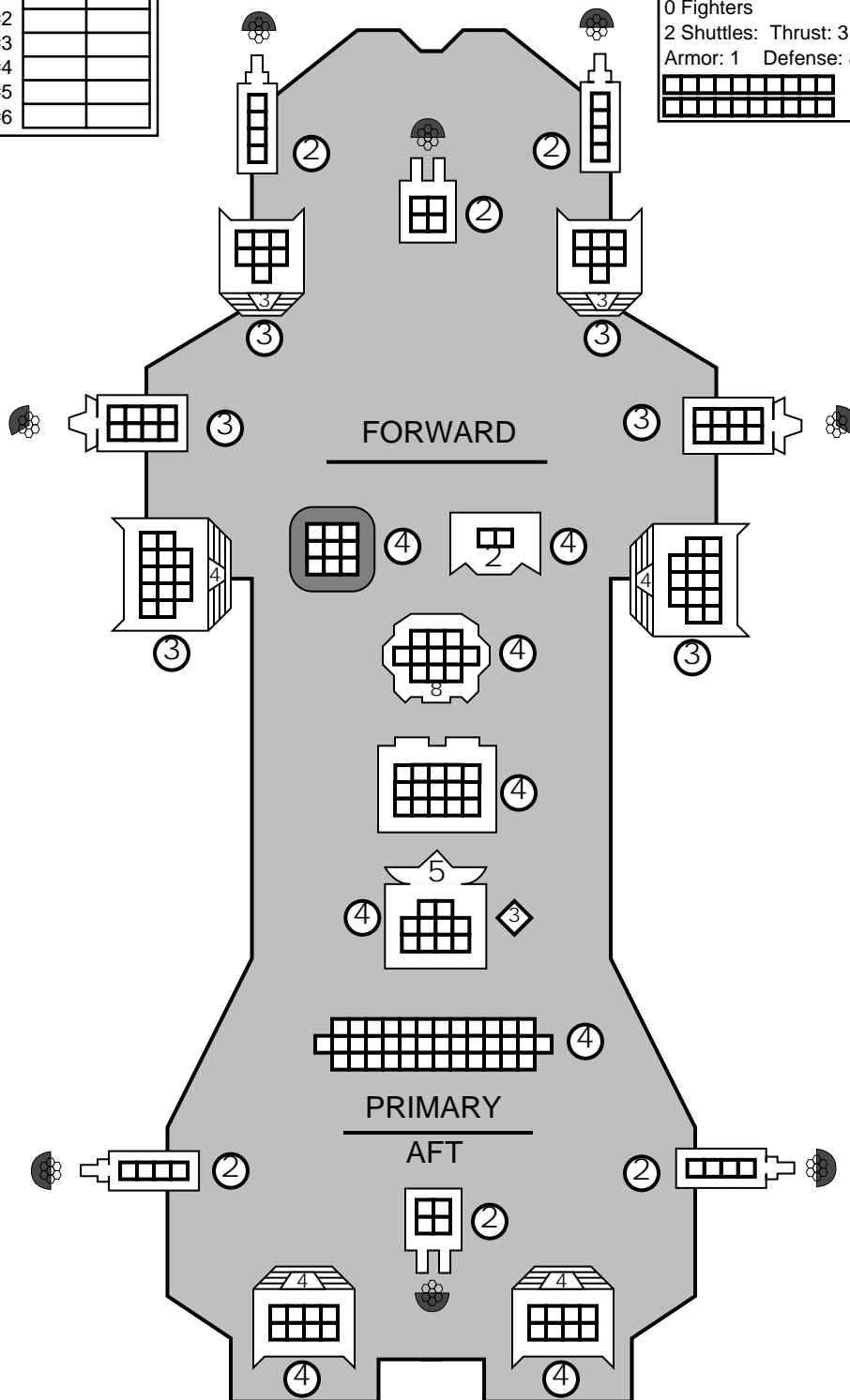
| SPECS | MANEUVERING | COMBAT STATS |
|--------------------|----------------------------|---------------------------|
| Class: Medium Ship | Turn Cost/3 Speed | Fwd/Aft Defense: 13 (10) |
| In Service: 2231 | Turn Delay: 1/2 Speed | Stb/Port Defense: 13 (10) |
| Point Value: | Accel/Decel Cost: 2 Thrust | Engine Efficiency: 2/1 |
| Ramming Factor: 40 | Pivot Cost: 1+1 Thrust | Extra Power: 0 |
| Jump Delay: N/A | Roll Cost: 1+1 Thrust | Initiative Bonus: +12 |
| Speed | 1 2 3 4 5 6 7 8 9 10 11 12 | |
| Turn Cost | 1 1 1 1 2 2 2 3 3 3 4 4 4 | |
| Turn Delay | 1 1 2 2 3 3 4 4 5 5 6 6 | |

| WEAPON DATA | |
|-------------------------------|--|
| Particle Blaster | |
| Class: Particle | |
| Modes: Standard | |
| Damage: 1d10+12 | |
| Range Penalty: -1 per 2 hexes | |
| Fire Control: +4/+4/+0 | |
| Intercept Rating: n/a | |
| 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 | |










| FORWARBITS |
|--------------------------------|
| 1-6Retro Thrust |
| 7-8:Particle Blaster |
| 9-10:Std Particle Beam (Front) |
| 11-12Interceptor |
| 13-17Structure |
| 18-20PRIMARY Hit |
| AFT HITS |
| 1-8Main Thrust |
| 9-10:Std Particle Beam (Rear) |
| 11-12Interceptor |
| 13-17Structure |
| 18-20PRIMARY Hit |
| PRIMARY HITS |
| 1-8Port/Stb Thrust |
| 9-11Sensors |
| 12-14Engine |
| 15-16Hangar |
| 17-19Reactor |
| 20:C & C |

| SENSOR DATA | |
|--------------|--|
| Defensive EW | |
| Target #1 | |
| Target #2 | |
| Target #3 | |
| Target #4 | |
| Target #5 | |
| Target #6 | |

| HANGAR | |
|------------------------|--|
| 0 Fighters | |
| 2 Shuttles: Thrust: 3 | |
| Armor: 1 Defense: 8/10 | |



ICON RECOGNITION

| | |
|--|-------------------|
|  | Thruster |
|  | C & C |
|  | Sensors |
|  | Engine |
|  | Reactor |
|  | Hangar |
|  | Particle Blaster |
|  | Std Particle Beam |
|  | Interceptor |