











# EA Odyssey Frigate (Alpha Model)

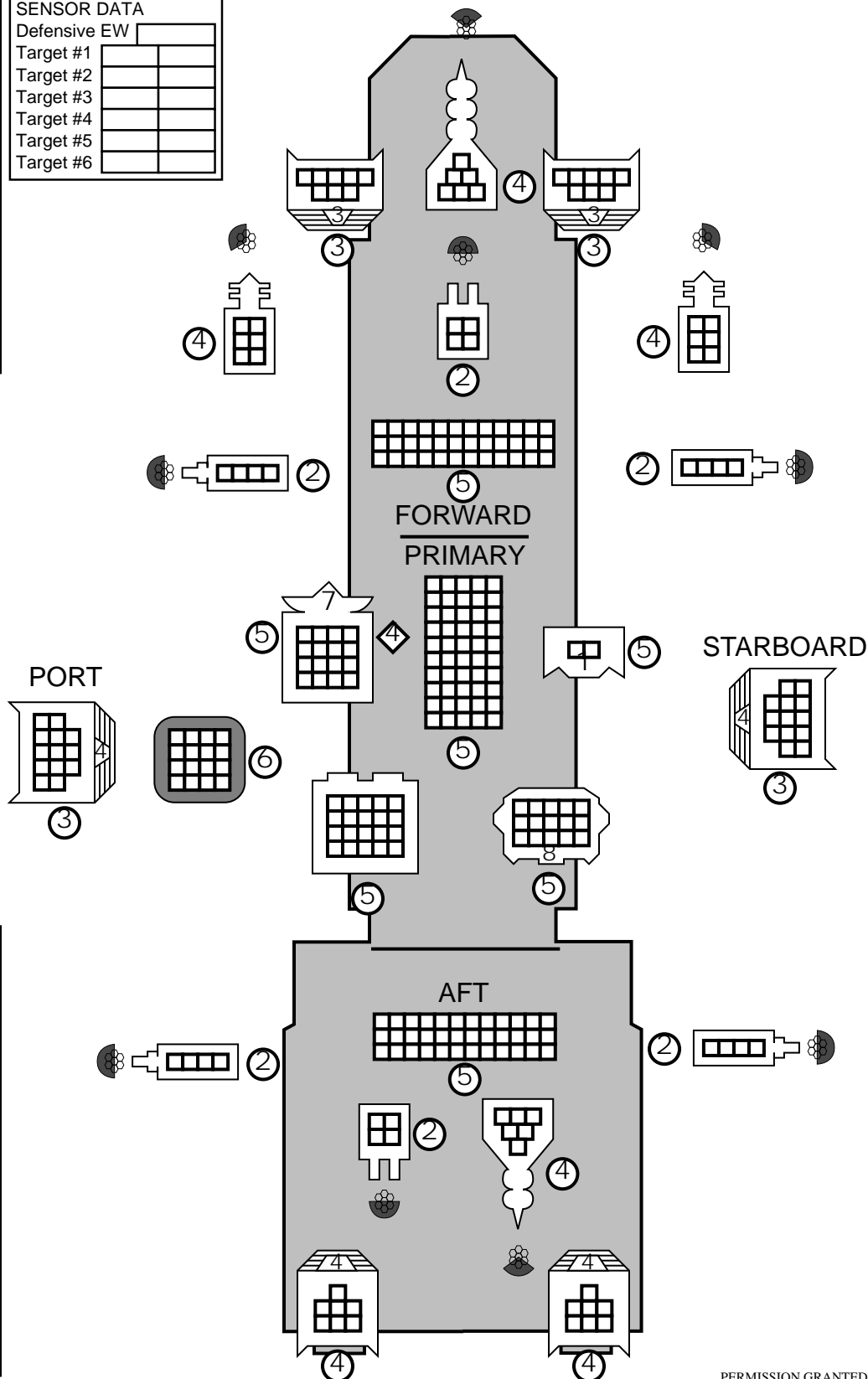


SPECS					MANEUVERING												COMBAT STATS		
Class: Hvy Combat Vs					Turn Cost2/3 Speed												Fwd/Aft Defense: 15 (12)		
In Service: 2246					Turn Delay: 1 x Speed												Stb/Port Defense: 15 (12)		
Point Value:					Accel/Decel Cost: 2 Thrust												Engine Efficiency: 2/1		
Ramming Factor:					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	
<p>Medium Laser Cannon</p> <p>Class: Laser</p> <p>Mode: Raking</p> <p>Damage: 3d10+12</p> <p>Range Penalty: -1 per 2 hexes</p> <p>Fire Control: +3/+2/-3</p> <p>Intercept Rating: n/a</p> <p>Rate of Fire: 1 per 3 turns</p>	 
<p>Standard Particle Beam</p> <p>Class: Particle</p> <p>Modes: Standard</p> <p>Damage: 1d10+6</p> <p>Range Penalty: -1 per hex</p> <p>Fire Control: +4/+4/+4</p> <p>Intercept Rating: -2</p> <p>Rate of Fire: 1 per turn</p>	 
<p>Heavy Pulse Cannon</p> <p>Class: Particle</p> <p>Mode: Pulse</p> <p>Damage: 15 1d5 Times</p> <p>Maximum Pulses: 6</p> <p>Grouping Range: +1 per 4</p> <p>Range Penalty: -1 per 2 hexes</p> <p>Fire Control: +4/+3/-1</p> <p>Intercept Rating: -1</p> <p>Rate of Fire: 1 per 3 turns</p>	 
<p>Medium Pulse Cannon</p> <p>Class: Particle</p> <p>Mode: Pulse</p> <p>Damage: 10 1d5 Times</p> <p>Maximum Pulses: 6</p> <p>Grouping Range: +1 per 4</p> <p>Range Penalty: -1 per hex</p> <p>Fire Control: +4/+3/+1</p> <p>Intercept Rating: -2</p> <p>Rate of Fire: 1 per 2 turns</p>	 
<p>Interceptor Mk-I</p> <p>Intercept Rating: -3</p> <p>Rate of Fire: 1 per turn</p> <p>OFFENSIVE MODE:</p> <p>Class: Particle</p> <p>Mode: Standard</p> <p>Damage: 1d10+5</p> <p>Fire Control: --/+4+6</p> <p>Range Penalty: -2 per hex</p>	 












FORWARBITS 1-3Retro Thrust 4-5:HeavyPulse Cannon 6-7Laser Cannon 8-9Interceptor 10-11: Std Particle Beam 12-18:Forward Struct 19-20PRIMARY Hit	
AFT HITS 1-6Main Thrust 7-8Pulse Cannon 9-10Std Particle Beam 11-12Interceptor 13-18Aft Struct 19-20PRIMARY Hit	
PRIMARY HITS 1-8Primary Struct 9-11Port/Stb Thrust 12-13Sensors 14-15Engine 16Hangar 17-19Reactor 20C & 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
	Hvy Pulse Cannon
	Std Particle Beam
	Med Laser Cannon
	Med. Pulse Cannon
	Interceptor