

Oracle Explorer / Scout

When jump gate technology was sold to the Earth Alliance by the Centauri in Y2161, EarthGov wasted little time in funding a massive project to produce a ship mounted jump engine using the jump gate data provided. Since their first contact, the Centauri had essentially dictated Earth's exploration, commerce and foreign policy by virtue of its jump gate control and subsequent shepherding of those Earth vessels that made use of the jump routes. Until Earth Alliance vessels were able to freely go where and when they wished, all operations and policies would be colored by the Centauri's purple colored view of the universe.

The first jump capable Earth Alliance vessel was the Oracle Explorer in Y2163. Equipped with only a pair of the new Lt. particle beams and a single missile rack intended to launch remote sensor packages, the Oracle Alpha opened the door to real space exploration. Unfortunately or fortunately, depending on your point of view, it opened the Earthforce's eyes to two rather unpleasant realities. The first was that hyperspace exploration was dangerous, especially in the sector surrounding Earth. Several Oracles were lost in these early days to unknown causes. They simply entered hyperspace and were never seen again. Those Oracles that successfully returned reported the second disturbing fact. Not only was the universe richly populated but, for the most part, those populations were generally hostile, choosing to shoot first before considering if they even wanted to ask questions.

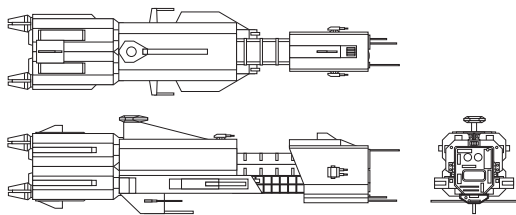
As part of the Aegis fleet wide upgrade program begun Y2168, the Oracle was taken in hand for a significant improvement in its weapon suite. The forward cargo bay was removed and the space used to add the new interceptor/e-web system, a forward plasma cannon and several additional Lt. particle beams. The missile rack was replaced with an improved version and the overall armor level of the ship upgraded. The resulting Oracle Armed Explorer would return to deep space exploration confident in its ability to at least attempt to fight back should hostile forces be encountered.

By the late 2100's, Earthforce's strength was rapidly rising and the need for support units was becoming acute. Particular needs included advanced scouting and general fleet ELINT support. The obvious choice to meet these needs was the Oracle whose basic design was in place, already possesses some (in Earthforce eyes) ELINT capability and most importantly, was already in production. Orders for new Oracle hulls were accelerated and the process of converting the Explorer to a Scout saw the port and starboard cargo bays removed. The freed space was quickly consumed by the addition of two medium lasers, an upgraded interceptor/e-web system, standard particle beam upgrades, an improved reactor to power the addition and a complete renovation of the thruster suite. Unable to create a single integrated sensor suite capable of providing fleet support, a second sensor suite was installed in place of the medium plasma cannon. The result was a fairly effective and certainly well armed scout that would prove its worth ten fold during the Dilgar War.

In fact, this success would prove to be a bit of an undoing for future Oracles, as it would be repeatedly skipped over for upgrades in favor of other vessel classes. The result, no pulse weapon upgrades, no armor upgrade and worst, no electronics upgrade. To add insult to injury, Oracle production was reoriented in Y2231 to build the new Delta version of the Oracle, but not in the form of an improved scout but as a light cruiser intended export sales. The resulting cruiser never sold particularly well even after, as a show of faith, the Earth Alliance itself purchased some.

When the Minbari attacked in Y2245 the Oracle Scout Cruisers were thoroughly outclassed by the Minbari electronic warfare capability. Once again Oracle's were being sent out to be never to be heard from again, undoubtedly meeting their doom at the hands of the Minbari in some lonely section of space. Most of Oracle Scouts committed to the war were ultimately lost and the few that survived were those visiting distant league worlds looking for aid when the climactic Battle of Line occurred.

It was only after the war that some upgrades were finally made to Oracle in Y2250. Ironically, most of these improved Oracles were actually rebuilt Delta versions that either survived the war or were bought back from the original purchasers. Actual new production of the Oracle-Epsilon was limited to a trickle, with most of the production capacity of the Earth Alliance initially dedicated to rebuilding the fleet and later the new Omega destroyers. Production was again delayed in Y2253 when an unsuccessful attempt to package the ELINT system of the new Explorer Survey Ship into the Oracle hull was made. By the time this boondoggle was over and production resumed the inadequacies of the Oracle as a scout in the new age was becoming clear. Production was therefore never accelerated while engineers looked into a ground up design. When the final draft of the new Delphi Advanced Scout was on the drawing boards, Oracle funding was once again denied and production ground to a halt for good.



Version 1: HRT/EW

Name: _____ Counter: _____



EA Oracle Explorer (Alpha Model)

SPECS

Class: Capital Ship
In Service: 2163
Point Value:
Ramming Value: 260
Jump Delay: 30 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

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

Lt Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Class-O Missile Rack

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 3 turns

FORWARD HITS

1-6: Retro Thrust
7: Lt Particle Beam
8-10: Forward Cargo
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-8: Port/Stb Cargo
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Lt Particle Beam
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11: Jump Engine
12: Missile Rack
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Restricted Deployment (10%)
ELINT Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

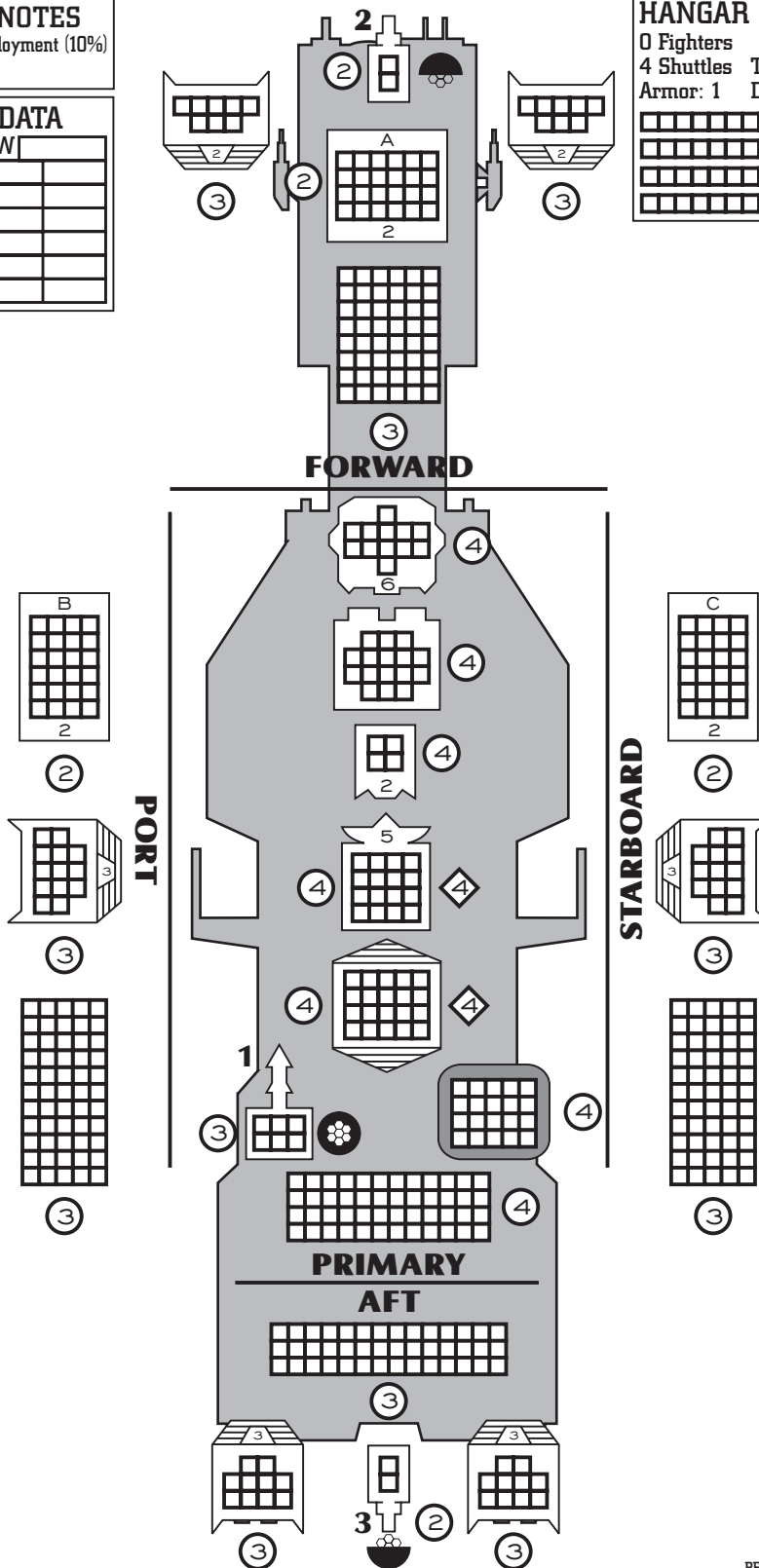
0 Fighters
4 Shuttles Thrust: 3
Armor: 1 Defense: 8/10

MISSILES

Rack #1

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Missile Rack
- Interceptor
- Lt Particle Beam



EA Oracle Armed Explorer (Beta Model)

SPECS

Class: Capital Ship
In Service: 2168
Point Value:
Ramming Value: 260
Jump Delay: 30 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13 (11)
Stb/Port Defense: 16 (14)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +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

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

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Prototype

Intercept Rating: -2
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+3
Fire Control: -/-/+4
Range Penalty: -2 per hex

Class-SO Missile Rack

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4: Retro Thrust
5-7: Lt Particle Beam
8-9: Med Plasma Cannon
10-11: Interceptor
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Cargo
7-8: Lt Particle Beam
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Lt Particle Beam
9-11: Interceptor
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11: Jump Engine
12: Missile Rack
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)
ELINT Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

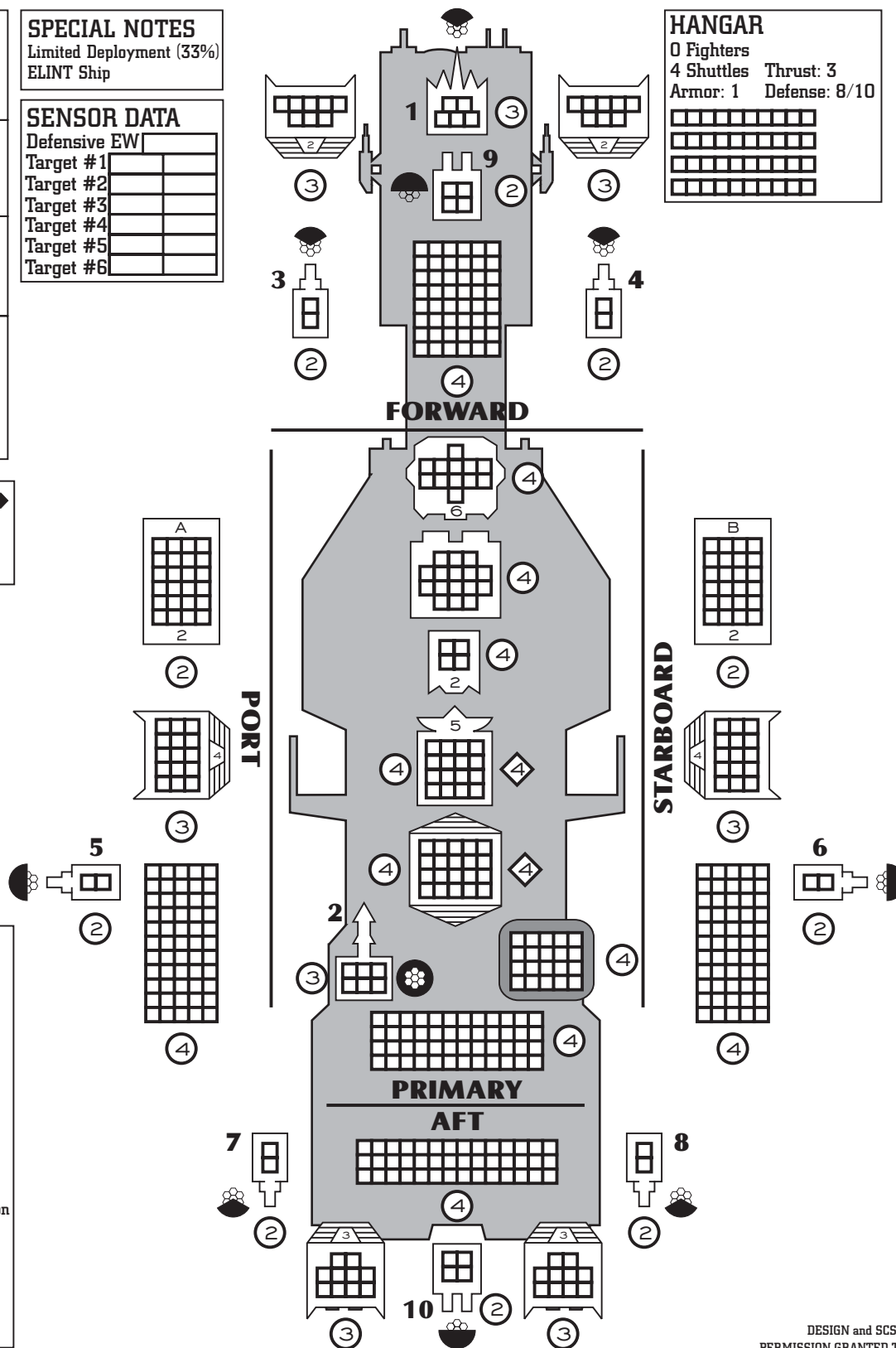
0 Fighters
4 Shuttles Thrust: 3
Armor: 1 Defense: 8/10

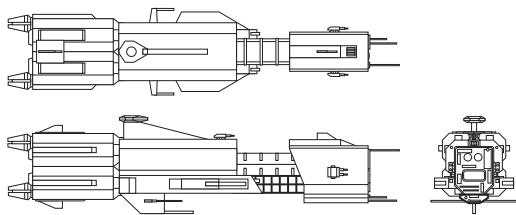
MISSILES

Rack #2

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Med Plasma Cannon
- Missile Rack
- Interceptor
- Lt Particle Beam





Version 1: HRT/EW

Name: _____ Counter: _____



EA Oracle Fleet Scout (Epsilon Model)

SPECS

Class: Capital Ship
In Service: 2250
Point Value:
Ramming Value: 260
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13 (9)
Stb/Port Defense: 16 (12)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +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

Med Pulse Cannon

Class: Particle
Modes: Standard
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-II

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+8
Fire Control: -/-/+8
Range Penalty: -2 per hex

FORWARD HITS

1-4: Retro Thrust
5-6: Std Particle Beam
7-8: Forward Sensor
9-11: Interceptor
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Med Pulse Cannon
7-8: Std Particle Beam
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Std Particle Beam
9-11: Interceptor
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11: Jump Engine
12: Std Particle Beam
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Restricted Deployment (10%)
ELINT Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

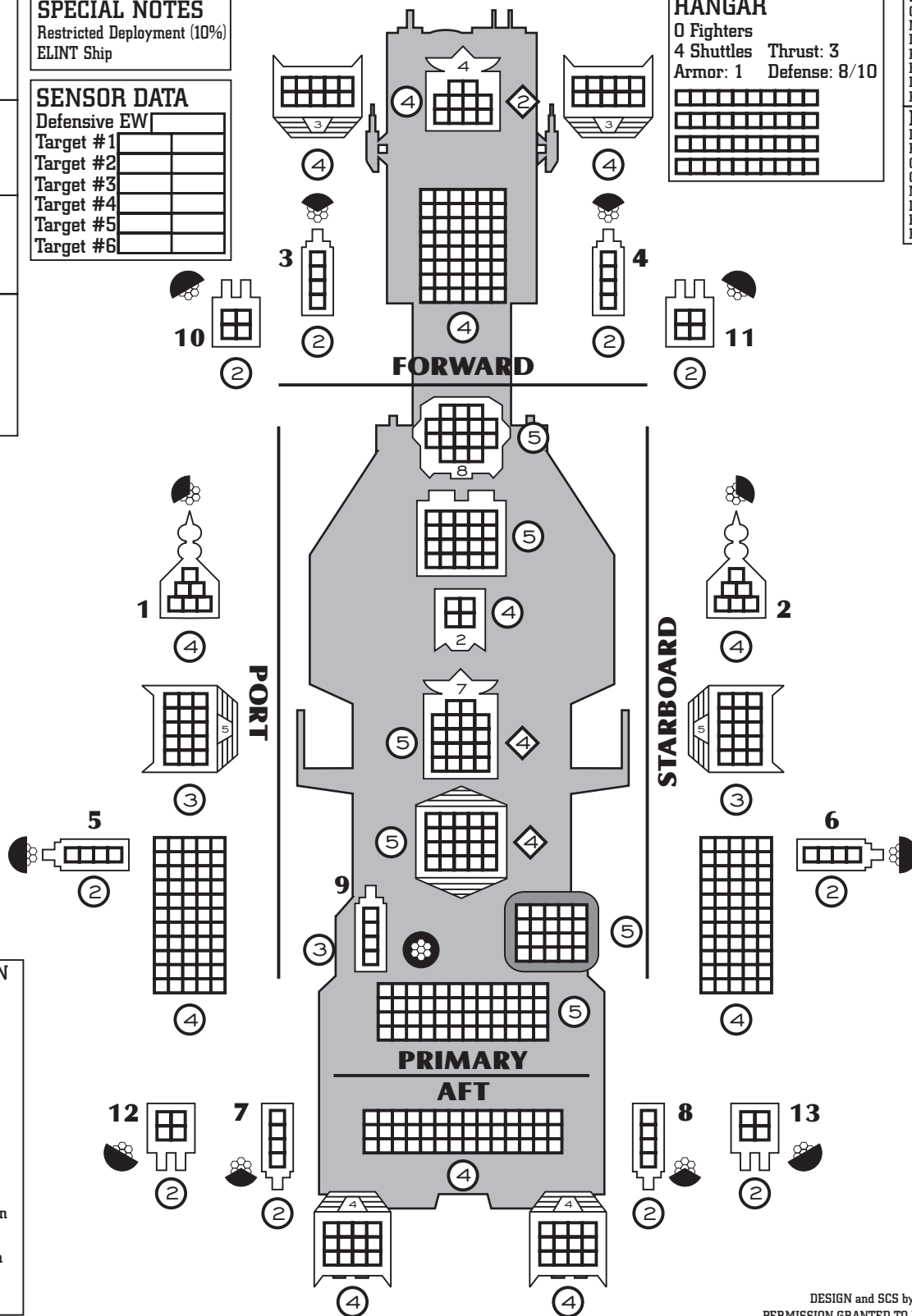
Target #4

Target #5

Target #6

HANGAR

0 Fighters
4 Shuttles Thrust: 3
Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Med Pulse Cannon
- Std Particle Beam
- Interceptor