

# Oracle Variant (Rare)

Version 1: 2E/V3

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



## EA Oracle Light Cruiser (Delta Model)

### SPECS

Class: Capital Ship  
In Service: 2231  
Point Value: 600  
Ramming Factor: 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 (10)  
Stb/Port Defense: 16 (13)  
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

**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

**Med. Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 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

**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  
5-7: Std Particle Beam  
8: Med Plasma Cannon  
9-11: Interceptor  
12-18: Forward Struct  
19-20: PRIMARY Hit

### SIDE HITS

1-4: Port/Stb Thrust  
5-6: Medium Laser Cannon  
7-8: Std Particle Beam  
9-18: Port/Stb Struct  
19-20: PRIMARY Hit

### AFT HITS

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

### PRIMARY HITS

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

### SENSOR DATA

Defensive EW

Target #1

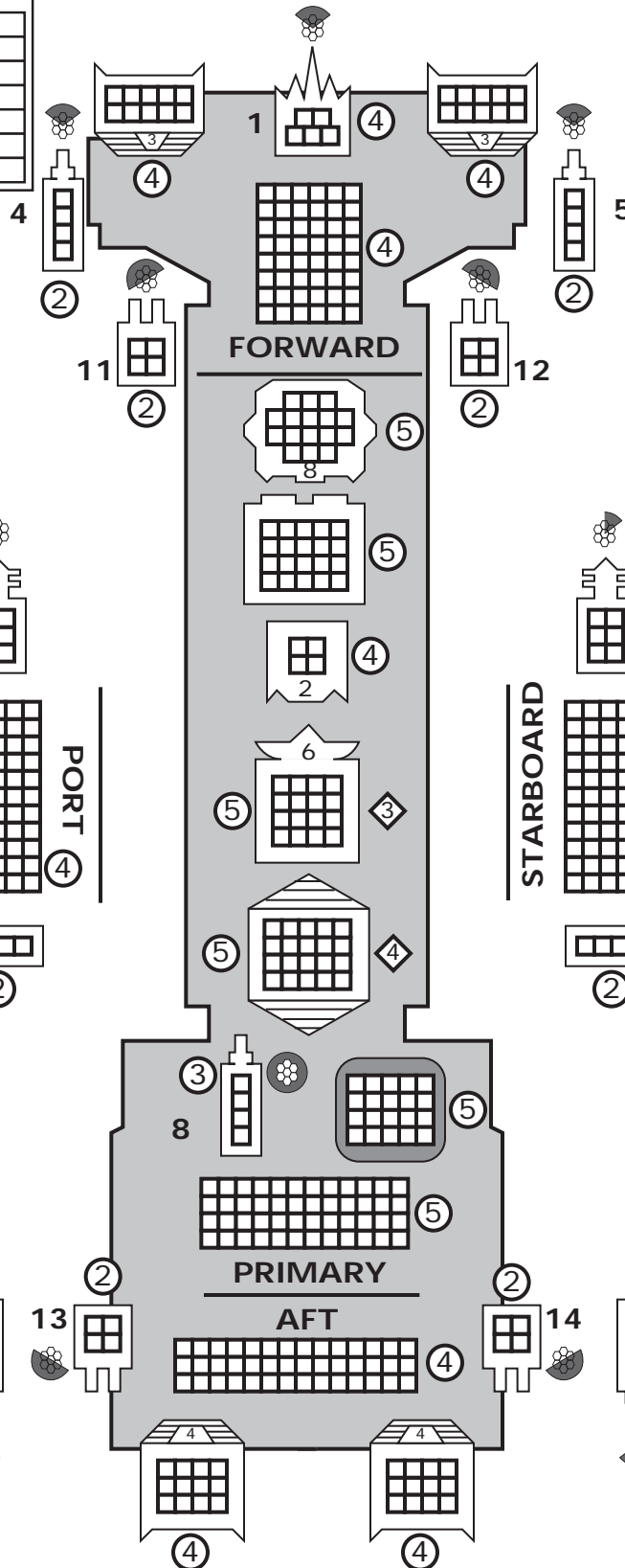
Target #2

Target #3

Target #4

Target #5

Target #6



### HANGAR

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

### ICON RECOGNITION

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