

Orestes Dreadnought/Monitor

The Orestes' roll and designation has been routinely considered by most historians as one colossal misnomer. As the first capital class unit to enter Earthforce service, Admiralty felt compelled to designate the new class as a "dreadnought" in recognition of its obvious size and potential power. In reality, the title of "dreadnought" resulted as much from propaganda needs as to actual capability. By implication, the new "dreadnought" would lead the fast growing Earthforce navy against its primary opponent, the Raiders. It was hoped that most raider groups would back down without confrontation to what would seem to be a vastly superior unit. In reality, the Orestes would be more of an experiment in large ship development and new weapon systems testing than actual unit of force projection. In the case of the Alpha, launched in Y2130, the new weapons were the Med Blast Cannon, the Lt Plasma Cannon and the Lt Laser Cannon. More importantly, and what would prove to be one of the Orestes' most enduring contributions to Earthforce history, was the inclusion of the first purpose built and internally housed fighter complement. These fighters would develop the foundation on which all future fighter doctrine would be based. However, while large and imposing the Orestes Dreadnought was very slow and incredible clumsy in flight. Satisfactory in Raider base busting missions, the Orestes was ultimately of limited use in fluid combat realm of fleet engagements.

The Beta model that followed in Y2168 continued the weapons test platform trend by mounting the first heavy plasma cannon and the new Class-SO missile rack. In fact the entire weapons suite was replaced as Earthforce moved away from the Blast Cannon line of weapons. The subsequent removal of the blast cannon ammunition bunkers allowed the embarkation of a complete fighter squadron, though in very cramped conditions. The new e-web/interceptor system was also added, though such was the difficulty encountered during the retrofit of the large hull, that the opportunity was taken to replace the entire thruster package. The results of the new package were marginal at best, with manoeuvrability somewhat improved but with acceleration remaining unchanged.

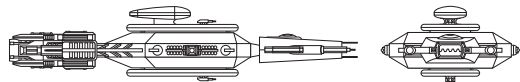
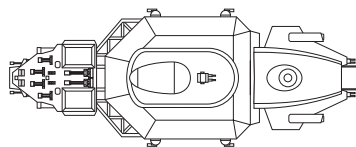
When the Gamma model appeared in Y2219, its farcical dreadnought title was finally dropped for the more commonly known Monitor designation. Also dropped was its roll in the first rank of Earth's defenders and its relegation to local planetary defense. The revised weapon suite echoed the sentiment within Earthforce by moving away from missile weapons (now relegated to special support class units only) and replacing them with additional direct fire weapons like the newer railgun and particle weapons.

The subsequent Delta (Y2231) broke from tradition by reverting to a pre-existing weapon system rather than introducing a new one when designers attempted to create a "Nova-lite " by replacing nearly every weapon with medium lasers. While an interesting concept, the subsequent rise in power demands resulting from the plethora of medium lasers meant that even with an improved reactor design, the Orestes reactor was still forced to operate at 125% of its rated power in full combat mode. The results were shortened reactor lives, more refueling and a crew wide sense of impending disaster. So bad was moral and such was the maintenance nightmares of this model that further Orestes production was halted in Y2237, as were any further upgrades. As a result the Orestes class would not be included in the fleet wide upgrade to the new pulse weapons that occurred in Y2240.

However, the disaster that was the Earth-Minbari war would result in one last upgrade to the venerable Orestes. At wars end, the devastated Earthforce was left with little choice but to use every space worthy hull available, including Orestes. In light of the Nial fighter's effectiveness and the reality of the Orestes overloaded reactor, half of the medium lasers were replaced by the medium pulse cannons. The forward medium lasers were replaced by some of the first Earth built heavy lasers though the aft medium lasers were retained due to space limitations. The resulting Orestes Gamma entered service in Y2249 and while its fundamental flaw of poor manoeuvrability remained, it could and did relieve those remaining warships from garrison duties and anti-Raider sweeps.

Designer Notes

The basic history of the Orestes fills out pretty easily when one breaks away from the naming convention and looks only at it as an active test bed (similar in nature to today's Spruance class destroyers). The first version mounts the tried and true Lt blast cannon in conjunction with a number of new weapons. The Beta and follows the trend moving to the newer weapons of the time and moves away from the Blast Cannon as indicated by the history of blast cannons as provided by AoG. The only real breakdown is between the Gamma and Epsilon models (which were both provided by AoG). Separated by only 30 years (Y2219 and Y2249) the obvious choice would be the pulsar/bolter cannon version in the early Y2230's, but I had trouble reconciling myself to that based the AoG history of the Hyperion (in Hecate form) being the test bed of advanced technology. Another option would be the pulse cannon technology demonstrator in Y2240's but the same argument holds as for the pulsar/bolter time period and based on In-Service dates of official AoG units the EA wasted no time in modernizing its entire fleet to pulse weapons. The basic Orestes design is over 110 years old at that point which in the fast shifting Earthforce progression is a very long time. Throw in the Orestes' basic maneuver problems and the presence of the Nova (and its new Laser/Pulse array), it makes no sense to involve the Orestes in a major update. Instead, I chose to push the Delta to Y2231 and designed it around the successful medium laser pioneered by the Nova and used so effectively in the Dilgar War. The result is a unit similar in manner to the Olympus-Beta, and while I think that particular version of the Olympus should never have existed the reality is that its an official AoG unit. Therefore, the addition of this Delta version of the Orestes adds some credence to the Beta version of the Olympus and Earthforce's willingness to stuff medium lasers on virtually any hull.

**SPECS**

Class: Capital Ship
In Service: 2130
Point Value:
Ramming Value: 280
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: -2

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

FORWARD HITS

1-4: Retro Thrust
5-6: Lt Laser Cannon
7-9: Missile Rack
10-11: Lt Plasma Cannon
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-9: Med Blast Cannon
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Missile Rack
9-10: Lt Plasma Cannon
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Lt Blast Cannon
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Restricted Deployment (10%)
Unlimited Blast Cannon
Ammunition

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR

6 Fighters
2 Shuttles Thrust: 3
Armor: 1 Defense: 8/10

WEAPON DATA**Class-0 Missile Rack**

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

Light Laser Cannon

Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Plasma Cannon

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

Medium Blast Cannon

Class: Matter
Modes: Pulse
Damage: 5 1d5 times
Maximum Pulse: 5
Grouping Range: +1 per 5
Range Penalty: -1 per 5
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Light Blast Cannon

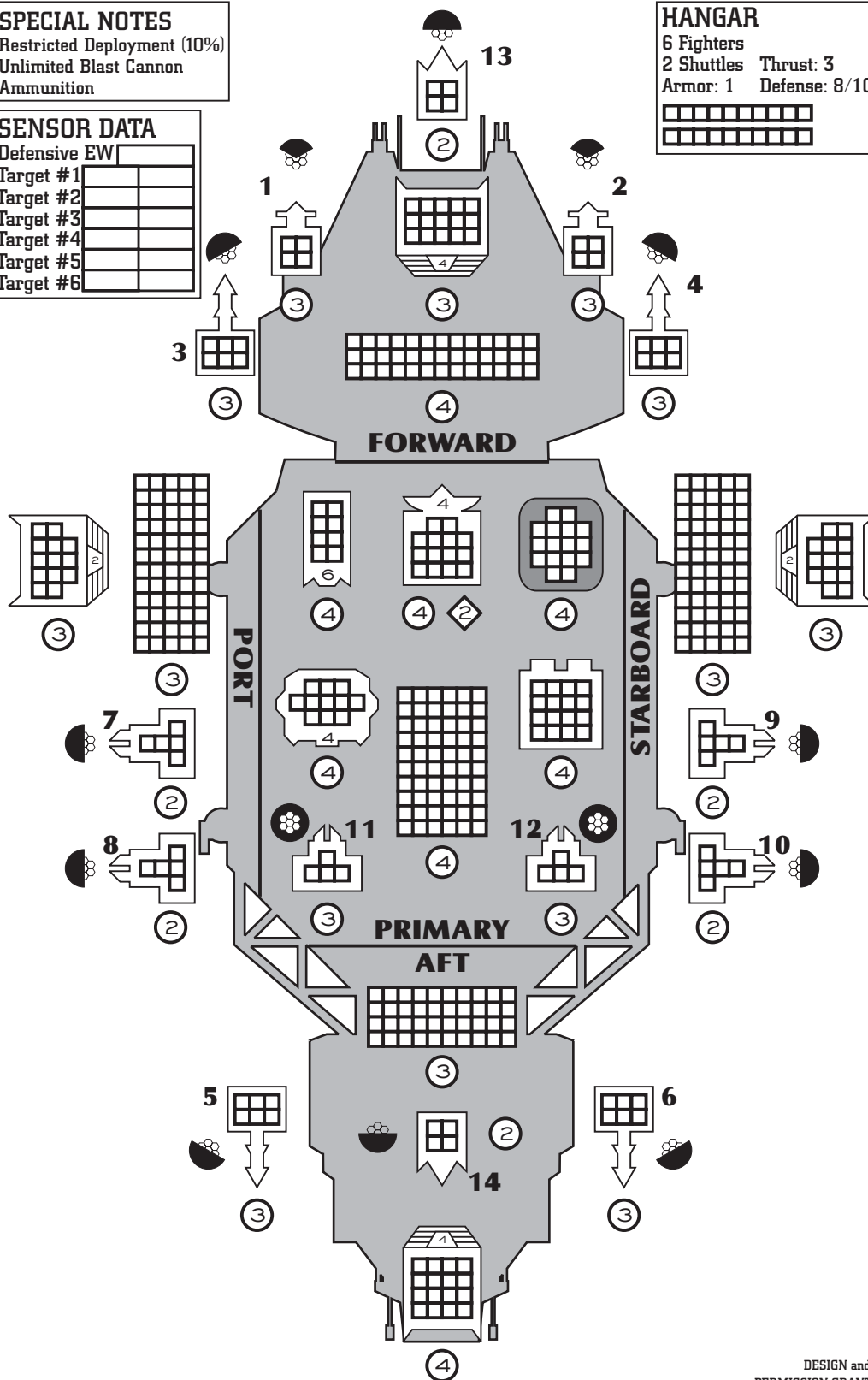
Class: Matter
Modes: Pulse
Damage: 3 1d3 times
Maximum Pulse: 4
Grouping Range: +1 per 5
Range Penalty: -1 per hex
Fire Control: +2/+1/+0
Intercept Rating: -1
Rate of Fire: 1 per turn

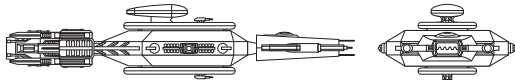
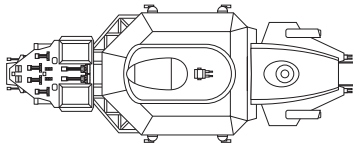
MISSILES

Rack #3							
Rack #4							
Rack #5							
Rack #6							

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Blast Cannon
- Lt Blast Cannon
- Missile Rack
- Lt Plasma Cannon
- Lt Laser Cannon



**SPECS**

Class: Capital Ship
In Service: 2168
Point Value:
Ramming Value: 280
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16 (14)
Stb/Port Defense: 16 (14)
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: -2

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

FORWARD HITS

1-4: Retro Thrust
5-6: Hvy Plasma Cannon
7-9: Missile Rack
10-11: Interceptor
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-9: Med Plasma Cannon
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Missile Rack
9-10: Interceptor
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Lt Particle Beam
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

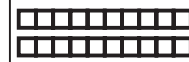
Target #4

Target #5

Target #6

HANGAR

12 Fighters
2 Shuttles Thrust: 3
Armor: 1 Defense: 8/10

**WEAPON DATA**

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

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

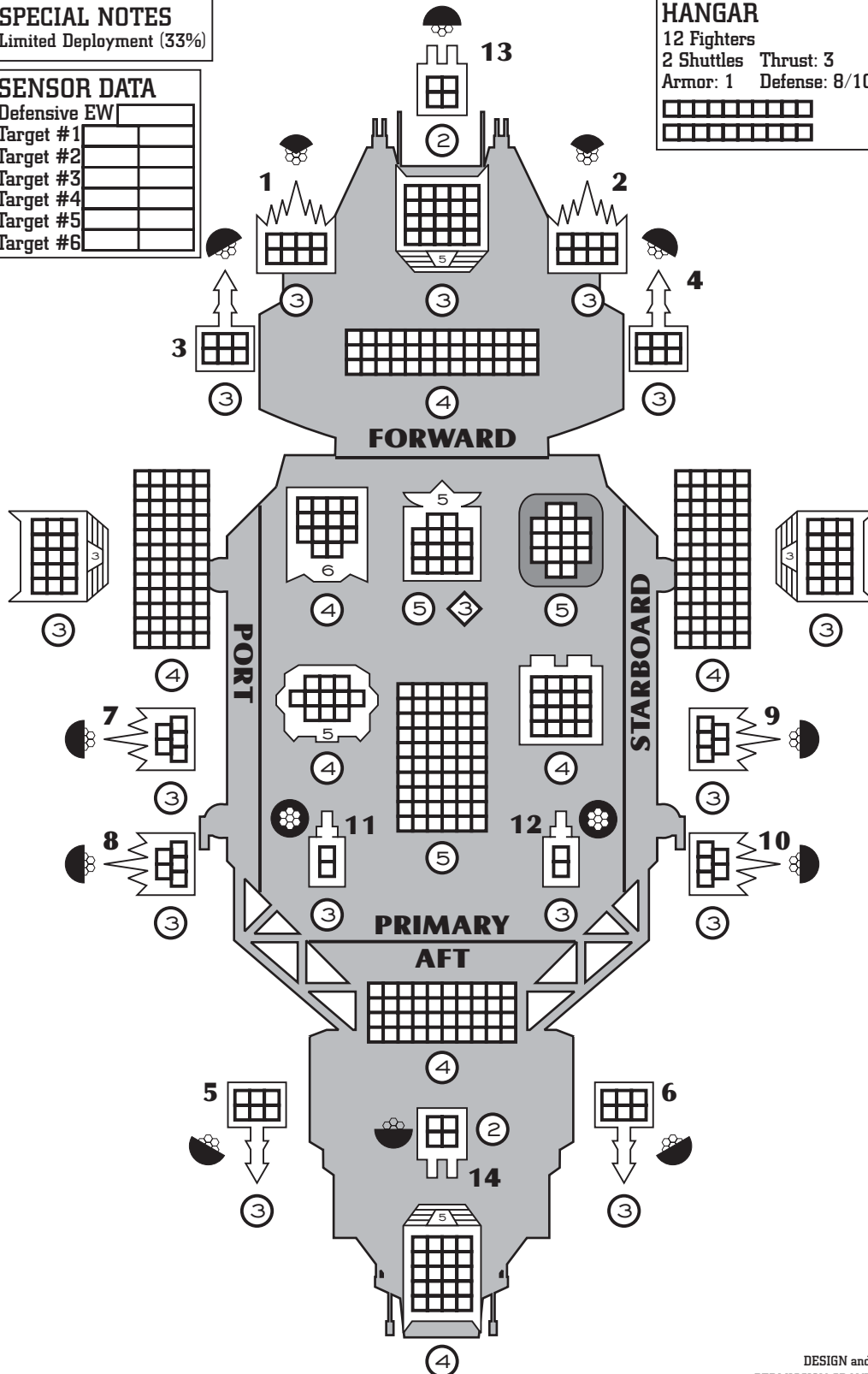
Class-SO Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

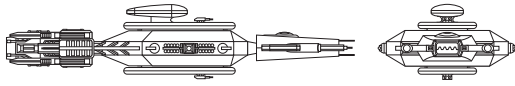
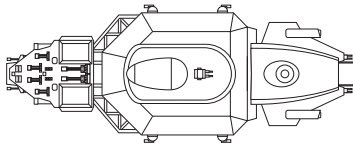
MISSILES

Rack #3				
Rack #4				
Rack #5				
Rack #6				

ICON RECOGNITION

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





EA Orestes Monitor (Delta Model)

SPECS

Class: Capital Ship
In Service: 2231
Point Value:
Ramming Value: 280
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16 (13)
Stb/Port Defense: 16 (13)
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: -2

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

FORWARD HITS

1-4: Retro Thrust
5-6: Med Laser Cannon
7-9: Railgun
10-11: Interceptor
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-9: Med Laser Cannon
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Med Laser Cannon
9-10: Interceptor
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Std Particle Beam
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

12 Fighters
2 Shuttles Thrust: 3
Armor: 1 Defense: 8/10



WEAPON DATA

Medium Laser

Class: Laser
Modes: 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

Railgun

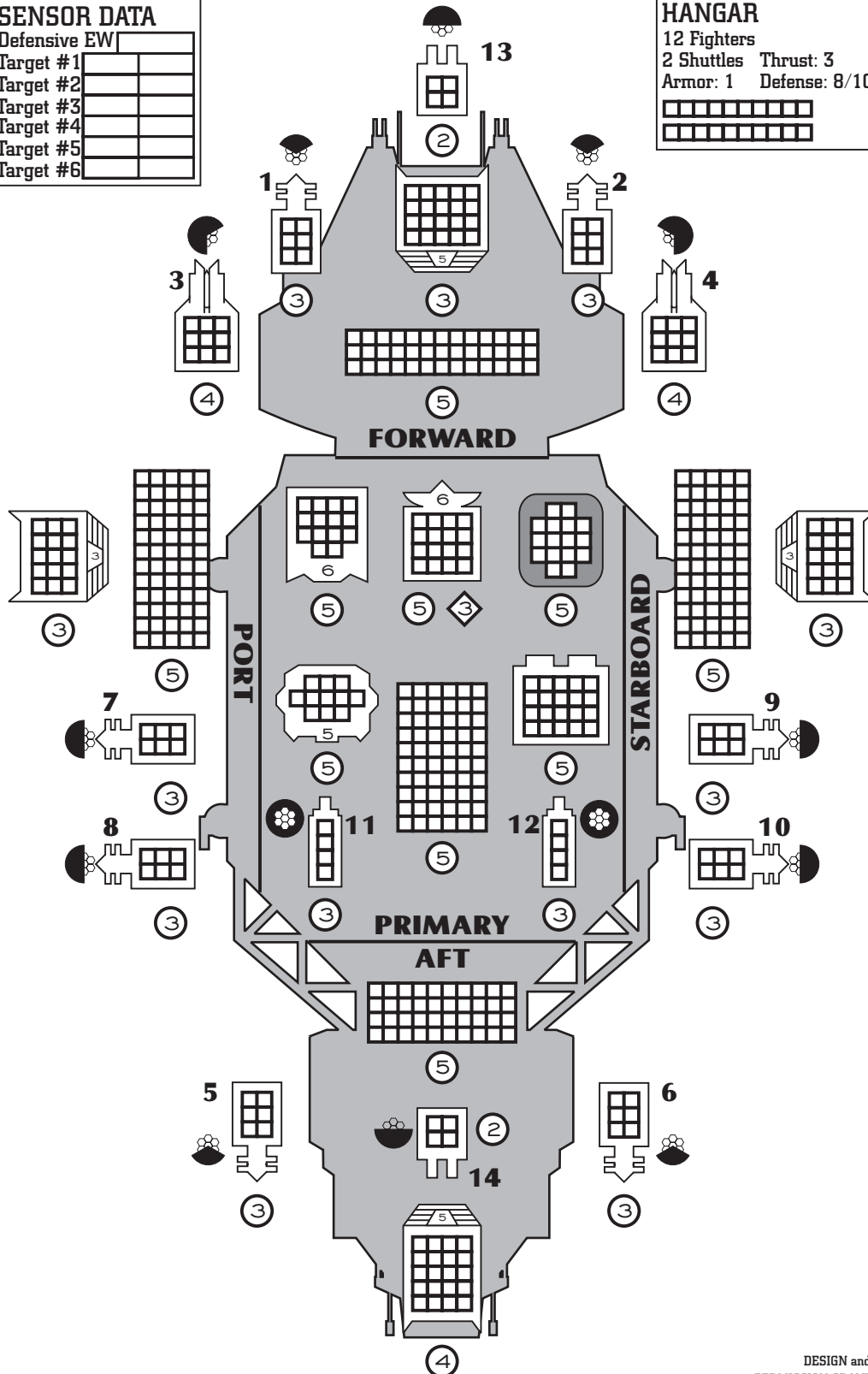
Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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
Modes: Standard
Damage: 1d10+5
Fire Control: -/-/+6
Range Penalty: -2 per hex



ICON RECOGNITION

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