

EA Orestes System Monitor (Gamma Bis Model)

SPECS

Class: Capital Ship
In Service: 2219
Point Value: 550
Ramming Factor: 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 Penalty: -4

| 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 |

HANGAR

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

WEAPON DATA

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

Particle Cannon

Class: Particle
Modes: Raking
Damage: 2d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

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

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
5-6: Particle Cannon
7-9: Railgun
10-11: Interceptor
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

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

AFT HITS

1-6: Main Thrust
7-8: Hvy Plasma Cannon
9-10: Interceptor
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
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

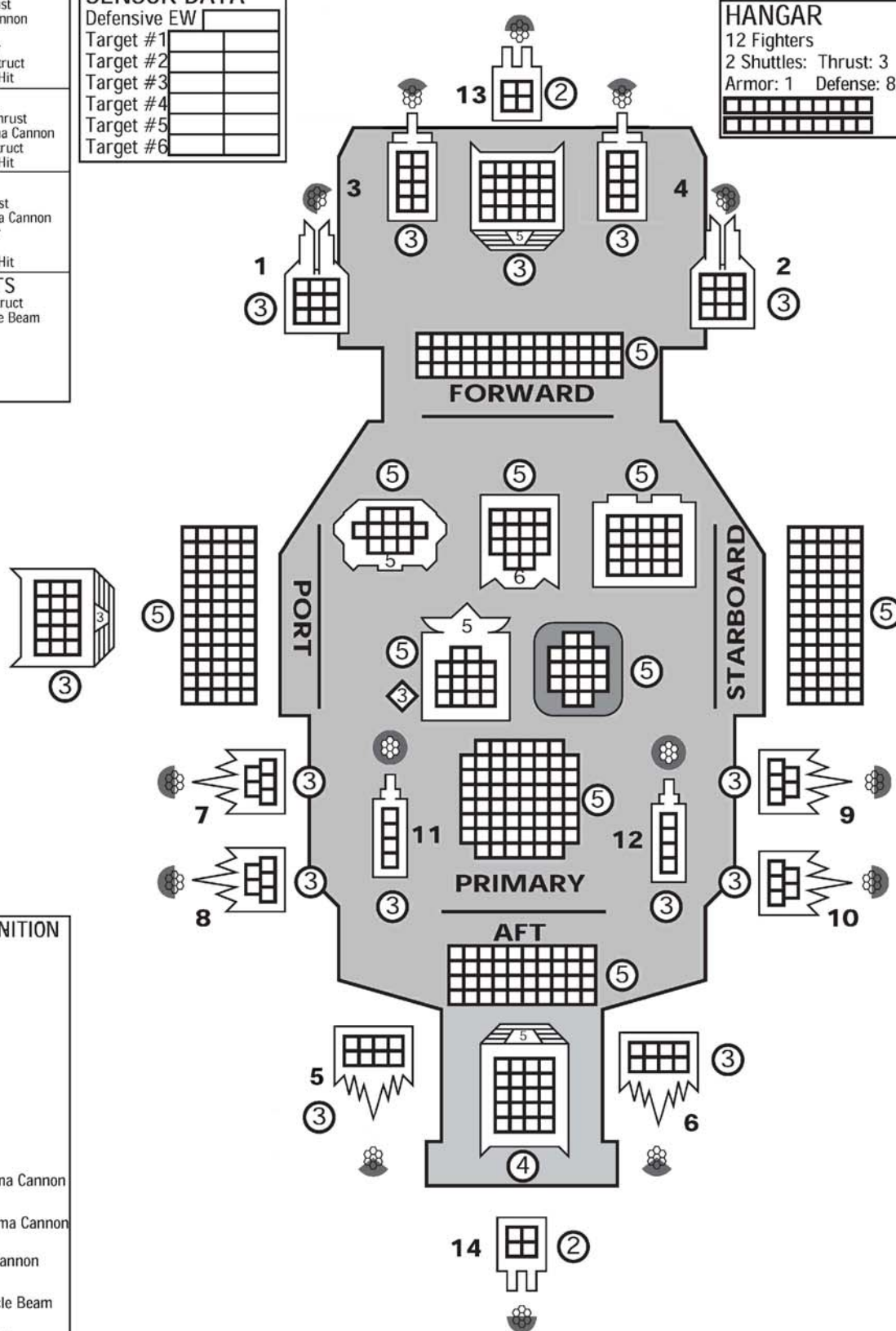
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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