

Olympus Variant (Rare)

Version 1: 2E/Babcom

Name: _____ Counter: _____



EA Olympus Bolt Corvette (Gamma Model)

SPECS

Class: Hvy Combat Vsl
In Service: 2236
Point Value: 600
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 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: 15 (12)
Stb/Port Defense: 15 (12)
Engine Efficiency: 2/1
Extra Power: 0
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

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

Medium Bolter

Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

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

- 1-3: Retro Thrust
- 4-5: Medium Bolter
- 6-7: Railgun
- 8-9: Interceptor
- 10-18: Forward Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Missile Rack
- 9-10: Railgun
- 11-12: Interceptor
- 13-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Struct
- 9-11: Port/Stb Thrust
- 12-13: Sensors
- 14-15: Engine
- 16: Hangar
- 17-19: Reactor
- 20: C & C

SPECIAL RULE: On any hit scored on the port side, a natural roll of "20" is scored on the C&C.

SENSOR DATA

Defensive EW

Target #1

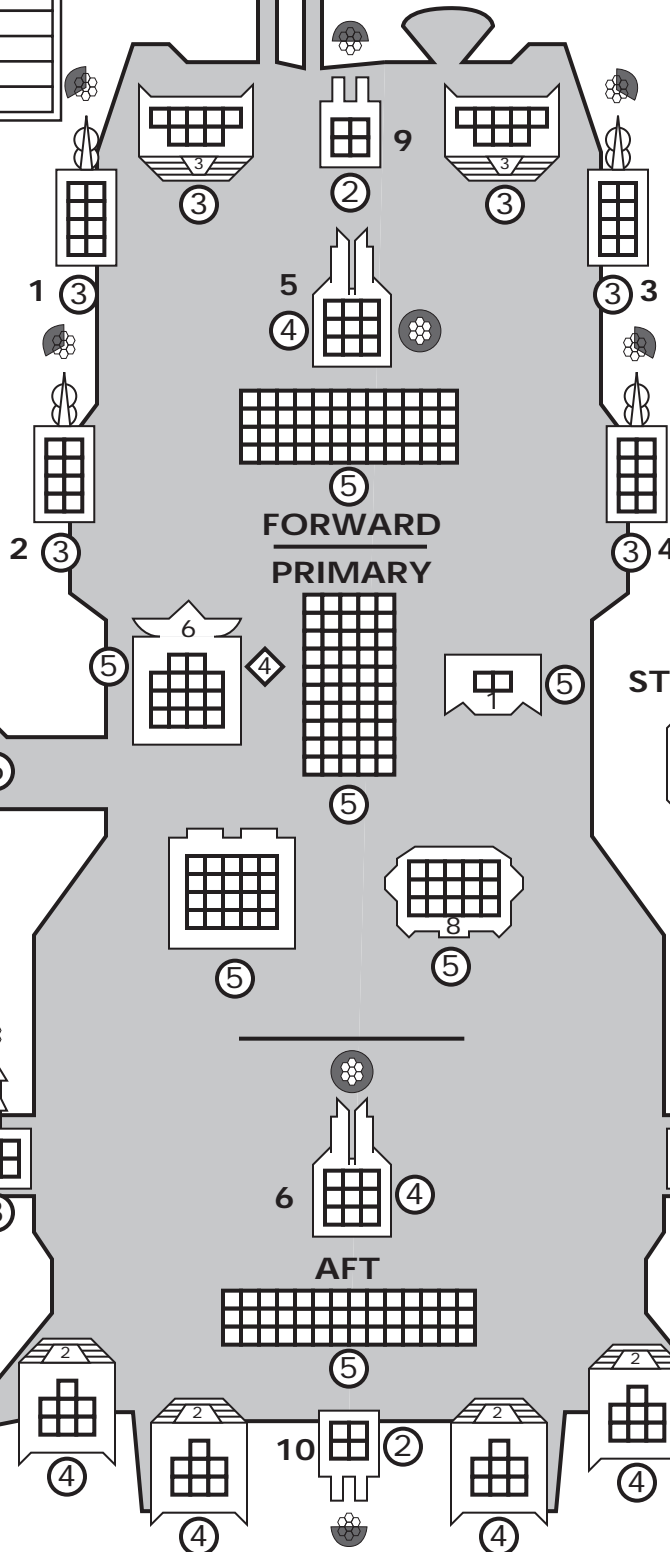
Target #2

Target #3

Target #4

Target #5

Target #6



HANGAR

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



MISSILES

Rack #7



Rack #8



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-S Missile Rack
- Railgun
- Medium Bolter
- Interceptor