

EA Olympus Minesweeper (Gamma Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Cmbat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15 (12)
In Service: 2230	Turn Delay: 1 x Speed	Stb/Port Defense: 15 (12)
Point Value: 550	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Power Shortage: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	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

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
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-1 Intercept Rating: -3 Rate of Fire: 1 per turn OFFENSIVE MODE: Class: Particle Mode: Standard Damage: 1d10+5 Fire Control: --/+4/+6 Range Penalty: -2 per hex

FORWARD HITS
1-3: Retro Thrust
4-5: Std Particle Beam
6-7: Particle Cannon
8-9: Interceptor
10-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-10: Particle Cannon
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.

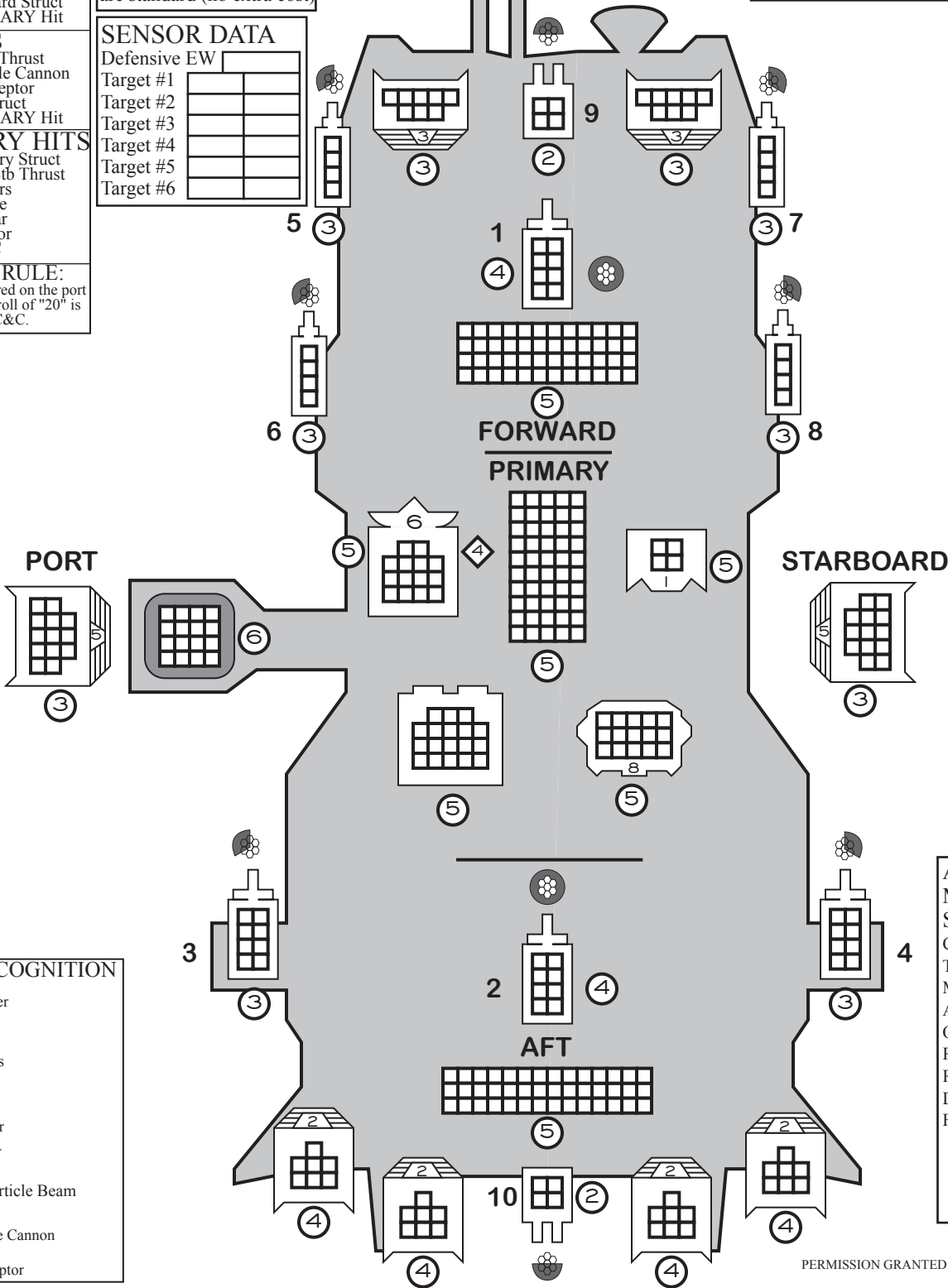
Special Notes:
Minesweeping Bonus +3
Minesweeping Shuttles are standard (no extra cost)

SENSOR DATA

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

HANGAR

0 Fighters
4 Minesweeping Shuttles



ICON RECOGNITION

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

ARMED MINESWEEPING SHUTTLE

Cost: 34 Defense: 8/10
Thrust: 4 Offense: +3
Minesweeping OB +4
Armor: 1 Initiative: +9
One Light Particle Gun
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+2
Fighter Firing Arc:

