

Oracle Variant (Rare)

Version 2: 2E/SF

Name: _____

Counter: _____



EA Oracle Scout Cruiser (Epsilon Model)

SPECS

Class: Capital Ship
In Service: 2255
Point Value: 700 +/-
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 (9)
Stb/Port Defense: 16 (12)
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 Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Class-L Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +3/+3/+3
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-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: --/--/+8
Range Penalty: -2 per hex

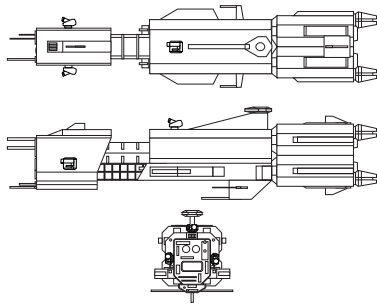
HANGAR

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



MISSILES

Rack #13	1	2	3	4	5	6	7	8	9	10	11	12	13



FORWARD HITS
1-4: Retro Thrust
5-6: Std Particle Beam
7-8: Forward Sensors
9-11: Interceptor
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-6: Medium Pulse 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: Missile Rack
13-14: Primary Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

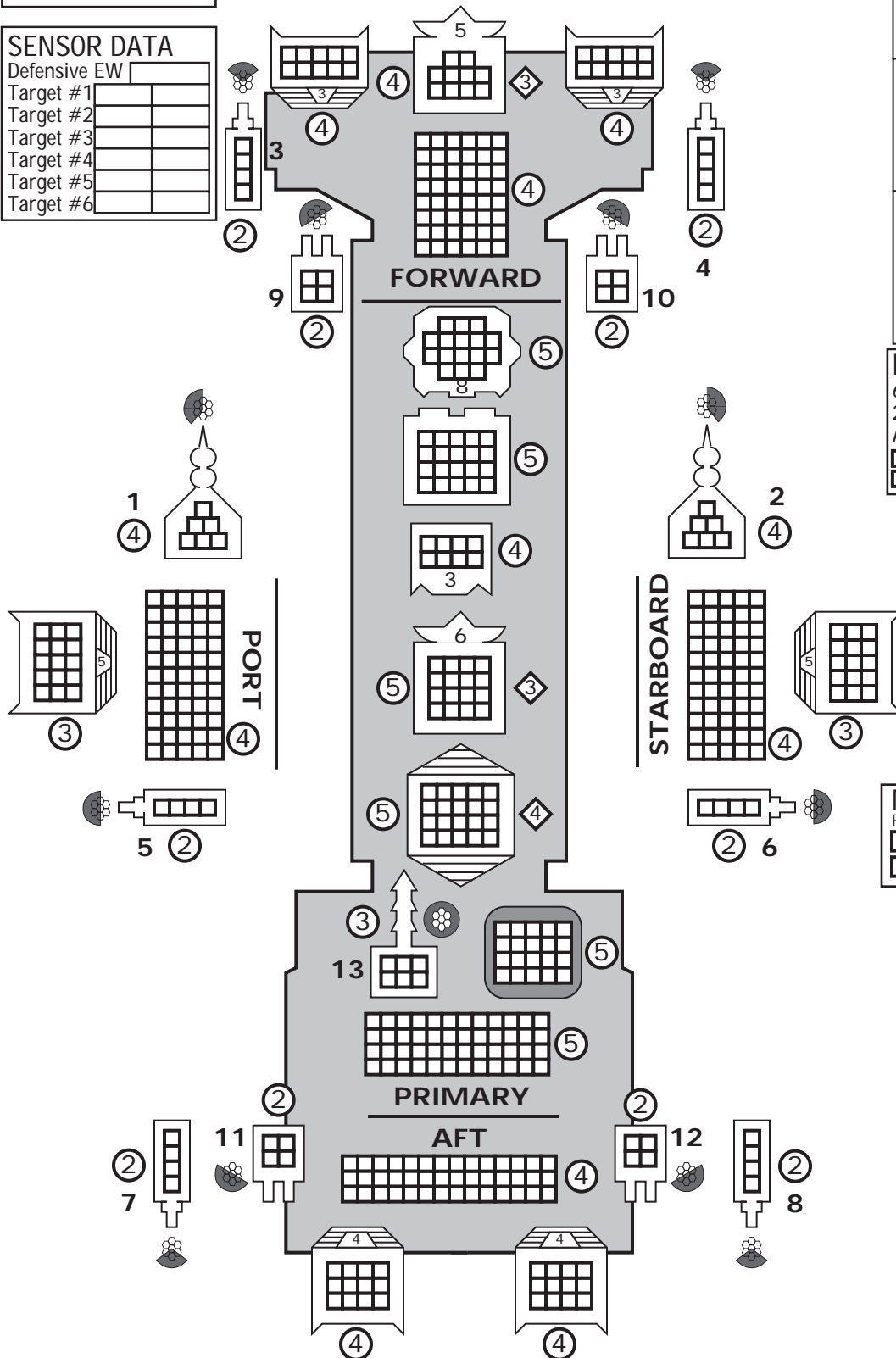
SPECIAL NOTES

ELINT Ship

SENSOR DATA

Defensive EW

Target #1	1	2	3	4	5	6	7	8	9	10	11	12
Target #2												
Target #3												
Target #4												
Target #5												
Target #6												



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Std Particle Beam
	Med Laser Cannon
	Class-S Missile Rack
	Interceptor