



EA Oracle Scout Cruiser (Epsilon Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13 (9)
In Service: 2256	Turn Delay: 1 x Speed	Stb/Port Defense: 16 (12)
Point Value: 675	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 260	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 2+2 Thrust	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	3
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-S Missile Rack	
Class: Ballistic	
Missiles: 20	0
Range Penalty: None	
Fire Control: +3/+3/+3	
Rate of Fire: 1 per 2 turns	

Standard Particle Beam	
Class: Particle	
Modes: Standard	1
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	

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

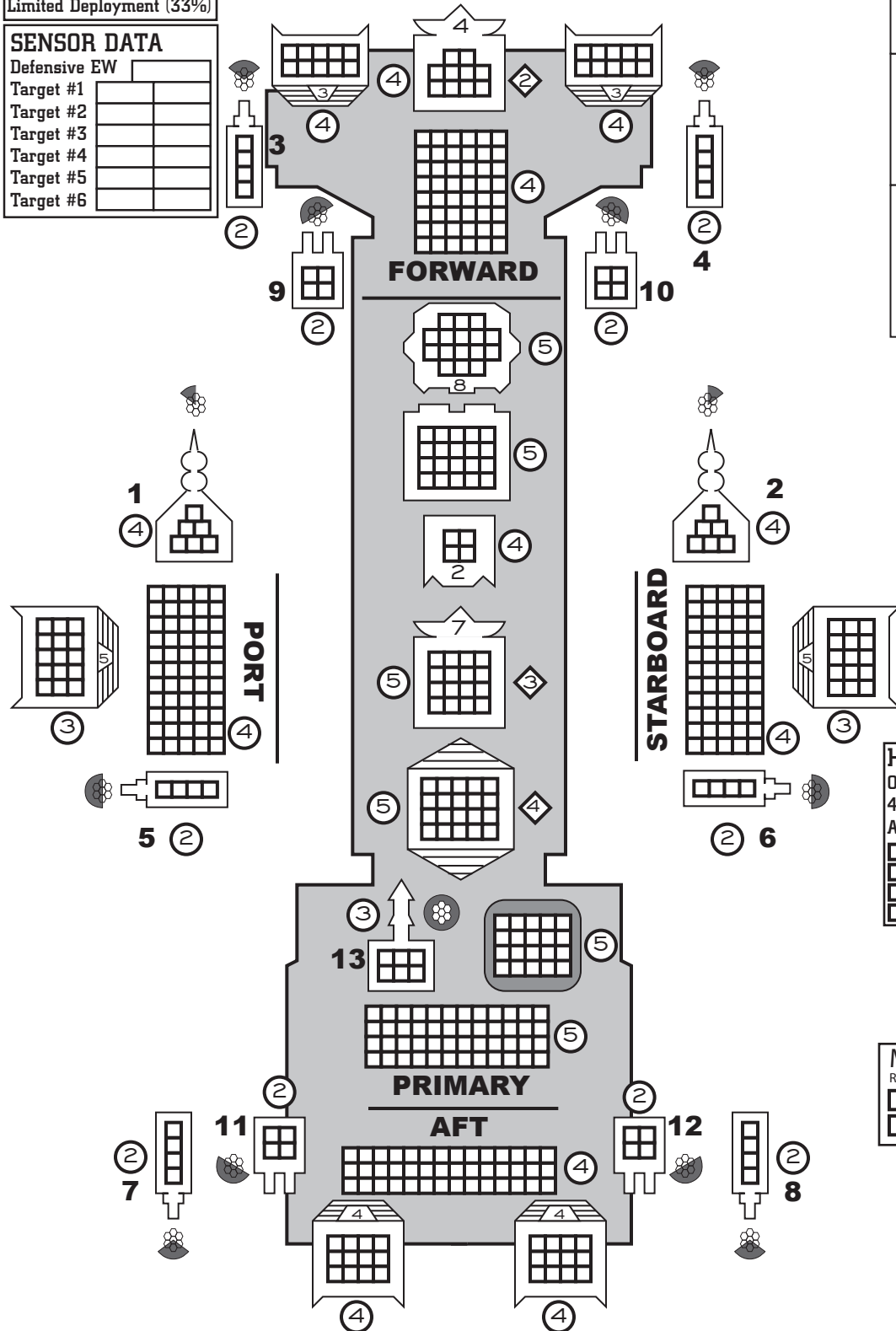
SIDE HITS	
14:	Port/Stb Thrust
5-6:	Medium Pulse Cannon
7-8:	light Pulse Cannon
9-18:	Port/Stb Struct
19-20:	PRIMARY Hit

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	
Limited Deployment (33%)	

SENSOR DATA	
Defensive EW	
Target #1	
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 Pulse Cannon
	Class-S Missile Rack
	Interceptor

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

MISSILES	
Rack # 13	