



EA Olympus Missile Corvette (Eta Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15 (12)
In Service: 2246	Turn Delay: 1 x Speed	Stb/Port Defense: 15 (12)
Point Value: 600	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: +4
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	
Class-S Missile Rack	B
Class: Ballistic	
Missiles: 20	
Range Penalty: None	
Fire Control: +3/+3/+3	
Rate of Fire: 1 per 2 turns	
Basic Missile	B
Mode: Standard	
Damage: 20	
Max Range: 15 hexes	
Fire Control: +0/+0/+0	
Interception Rating: n/a	
Standard Particle Beam	1
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	1
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: Missile Rack
6-7: Std Particle Beam
8-9: Interceptor
10-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Missile Rack
9-10: Std Particle Beam
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	

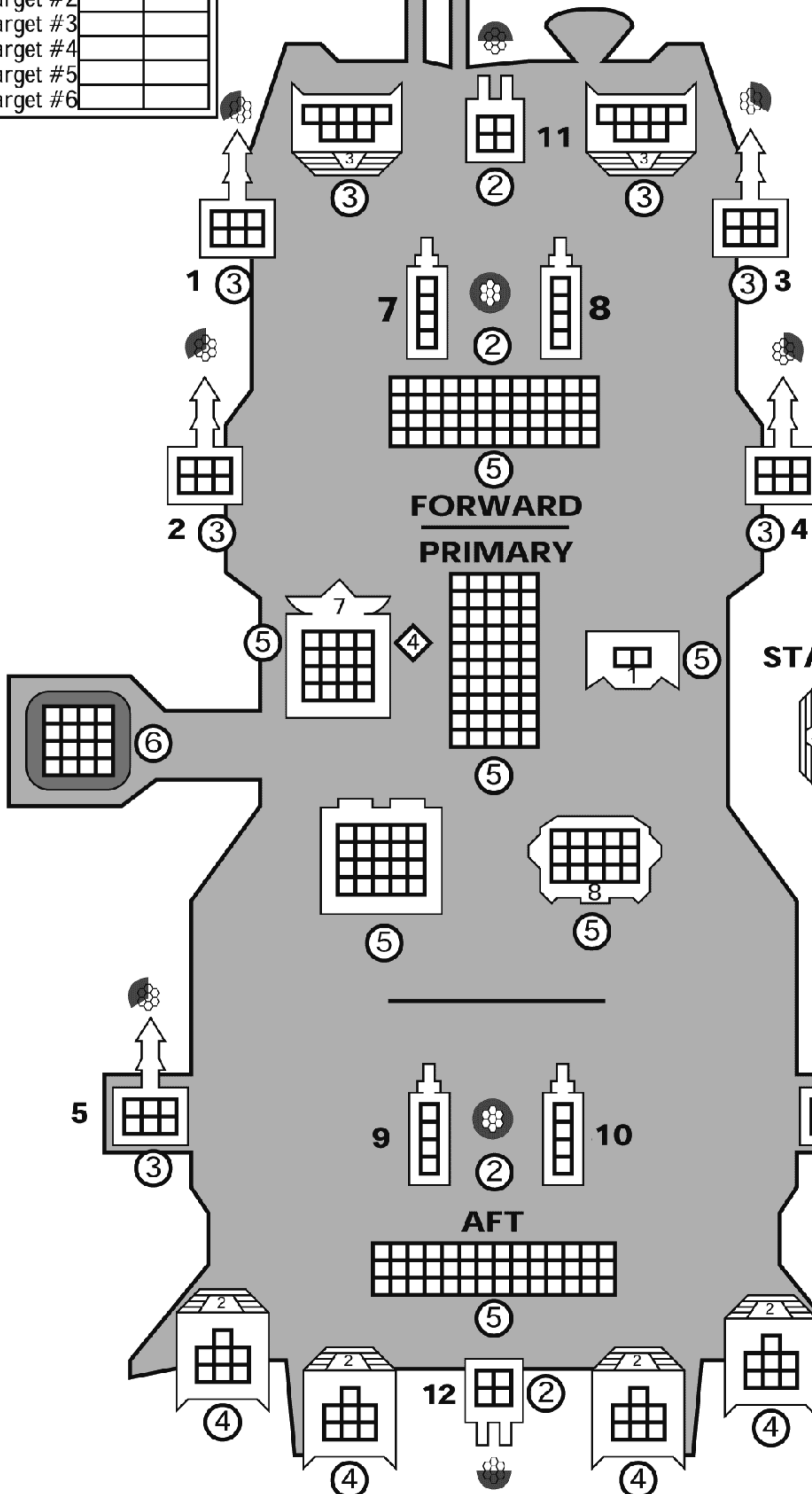
DEFENSIVE EW
1-3: Retro Thrust
4-5: Missile Rack
6-7: Std Particle Beam
8-9: Interceptor
10-18: Forward Struct
19-20: PRIMARY Hit

OFFENSIVE MODE
1-3: Retro Thrust
4-5: Missile Rack
6-7: Std Particle Beam
8-9: Interceptor
10-18: Forward Struct
19-20: PRIMARY Hit

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

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

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Class-S Missile Rack
	Std Particle Beam
	Interceptor



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

MISSILES	
Rack #1	
Rack #2	
Rack #3	
Rack #4	
Rack #5	
Rack #6	