

Oracle Variant (Common)

Version 2: 2E/

Name: _____

Counter: _____



EA Oracle Attack Cruiser (Theta Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13 (10)
In Service: 2248	Turn Delay: 1 x Speed	Stb/Port Defense: 16 (13)
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	
Heavy Laser Cannon	Class: Laser
Modes: R, S	Damage: 4d10+20
Range Penalty: -1 per 3 hexes	Fire Control: +3/+2/-4
Intercept Rating: n/a	Rate of Fire: 1 per 4 turns
Heavy Pulse Cannon	Class: Particle
Mode: Pulse	Damage: 15 1d5 Times
Maximum Pulses: 6	Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes	Fire Control: +4/-3/-1
Intercept Rating: -1	Rate of Fire: 1 per 3 turns
Class-S Missile Rack	Class: Ballistic
Missiles: 20	Range Penalty: None
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-I	Intercept Rating: -3
Rate of Fire: 1 per turn	OFFENSIVE MODE:
Class: Particle	Mode: Standard
Damage: 1d10+5	Fire Control: --/+6
Intercept Rating: -2	Range Penalty: -2 per hex

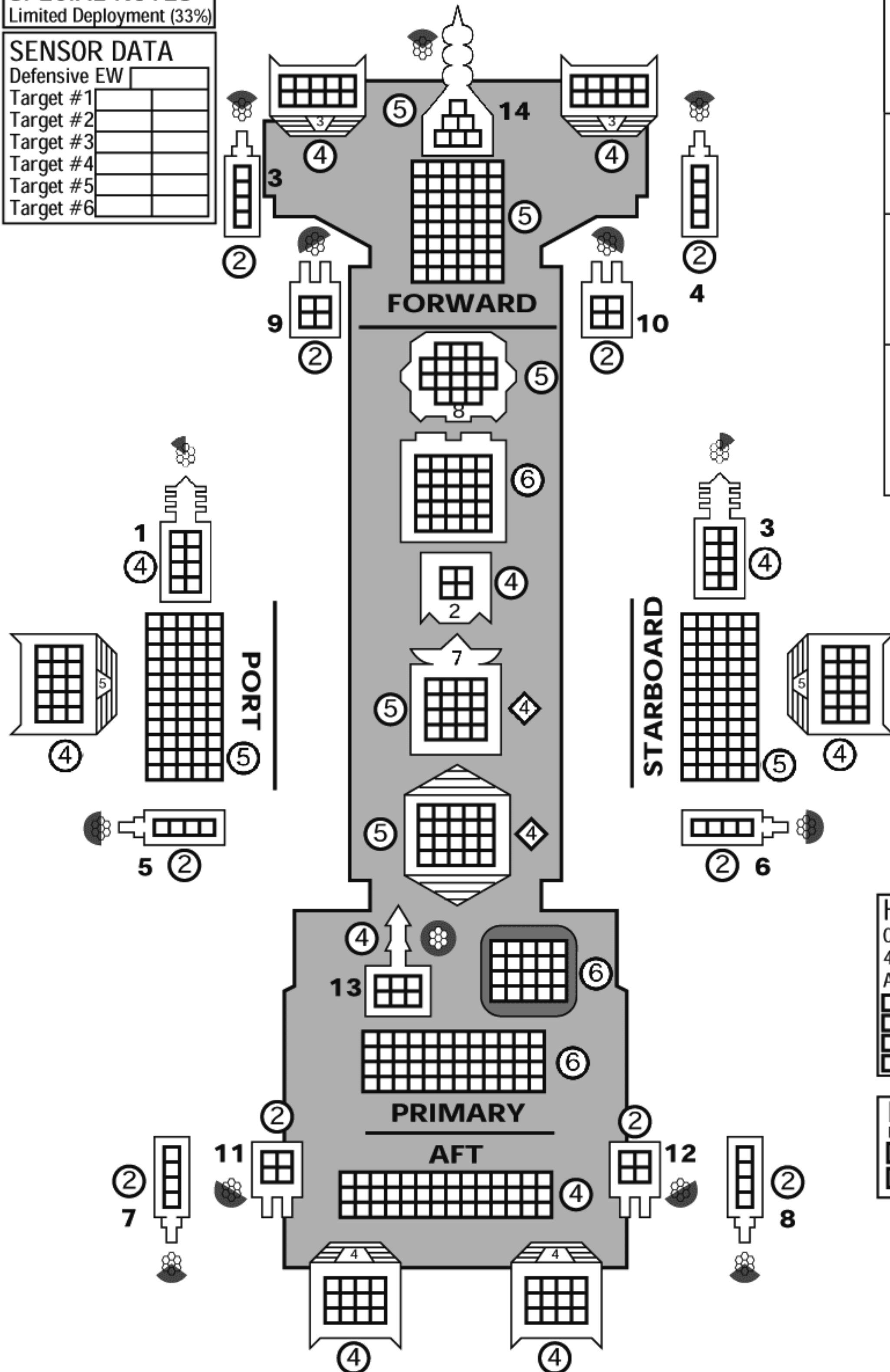
FORWARD HITS
1-4: Retro Thrust
5-6: Std Particle Beam
7-8: Heavy Pulse Cannon
9-11: Interceptor
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-6: Heavy Laser 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	
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
	Heavy Laser Cannon
	Heavy Pulse Cannon
	Class-S Missile Rack
	Interceptor

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

MISSILES
Rack #13