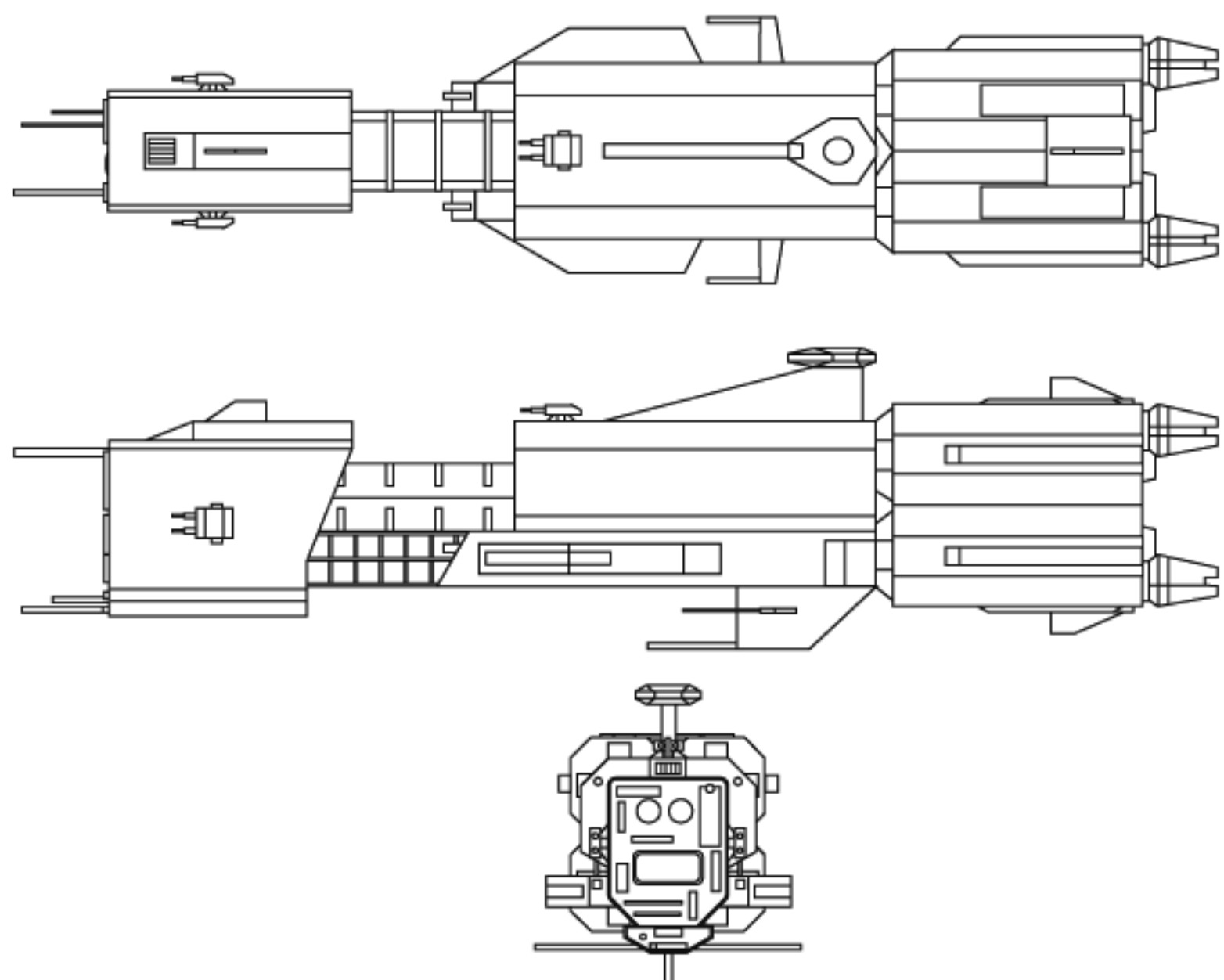


Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# EA Oracle Minesweeper (Theta Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13 (10)
In Service: 2216	Turn Delay: 1 x Speed	Stb/Port Defense: 16 (13)
Point Value: 575	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	
<b>Particle Cannon</b>	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
<b>Standard Particle Beam</b>	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
<b>Interceptor Mk-I</b>	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
1-4: Retro Thrust
5-6: Std Particle Beam
7-8: Particle Cannon
9-11: Interceptor
12-18: Forward Struct
19-20: PRIMARY Hit

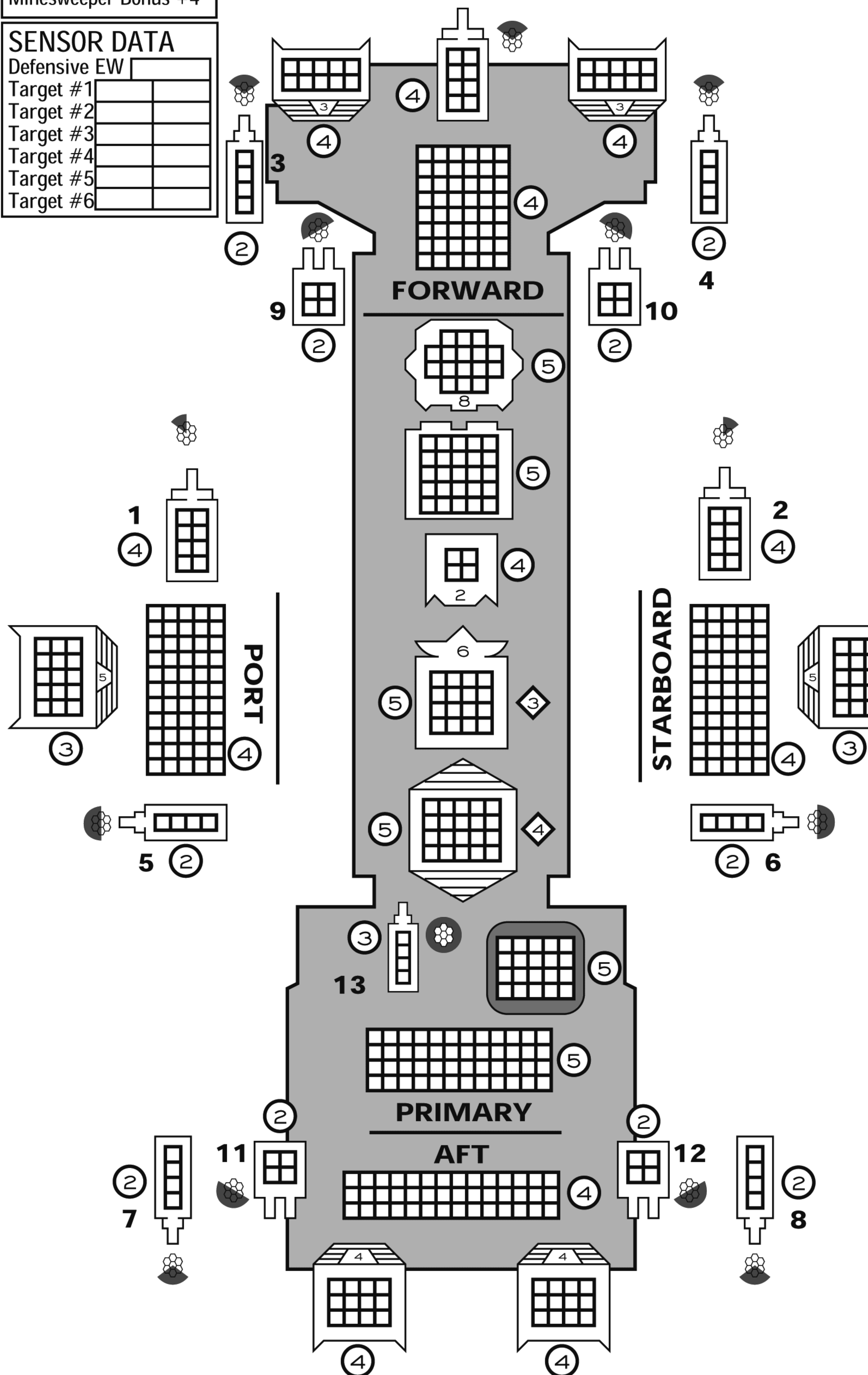
SIDE HITS
1-4: Port/Stb Thrust
5-6: Particle Cannon
7-8: Std Particle Beam
9-18: Port/Stb Struct
19-20: PRIMARY Hit

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: Std Particle Beam
13-14: Primary Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES	
Minesweeper Bonus	+4

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



HANGAR	
0 Fighters	
4 Minesweeping Shuttles:	
Offense: +4 Thrust: 4	
Armor: 0 Defense: 8/9	

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Std Particle Beam
	Particle Cannon
	Interceptor