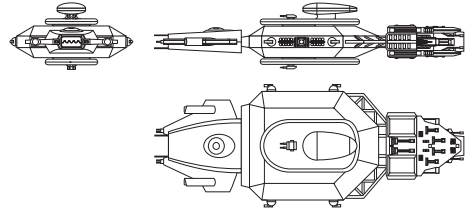




# EA Orestes Dreadnought (Alpha Model)



## SPECS

Class: Capital Ship  
 In Service: 2130  
 Point Value: 500  
 Ramming Factor: 280  
 Jump Delay: N/A

## MANEUVERING

Turn Cost: 1 x Speed  
 Turn Delay: 1 x Speed  
 Accel/Decel Cost: 5 Thrust  
 Pivot Cost: 4+4 Thrust  
 Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
 Stb/Port Defense: 16  
 Engine Efficiency: 4/1  
 Extra Power: 0  
 Initiative Penalty: -4

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 Blast Cannon**  
 Class: Matter  
 Mode: Pulse  
 Damage: 5 1d5 Times  
 Maximum Pulses: 5  
 Grouping Range: +1 per 5  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+2/+0  
 Intercept Rating: -1  
 Rate of Fire: 1 per 2 turns

**Class-0 Missile Rack**  
 Class: Ballistic  
 Missiles: 12  
 Range Penalty: None  
 Fire Control: +2/+2/+2  
 Rate of Fire: 1 per 3 turns

**Light Laser Cannon**  
 Class: Laser  
 Mode: Raking  
 Damage: 2d10+7  
 Range Penalty: -1 per hex  
 Fire Control: +2/+1/-2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

**Light Plasma Cannon**  
 Class: Plasma  
 Modes: Standard  
 Dmg: 2d10+2 (-1 per 2 hexes)  
 Range Penalty: -1 per hex  
 Fire Control: +3/+1/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

## MISSILES

Rack #1


Rack #2


## Blast Cannon Ammunition

Weapon #3


Weapon #4


Weapon #5


Weapon #6


Weapon #7


Weapon #8


## FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Missile Rack
- 7-9: Med Blast Cannon
- 10-11: Lt Plasma Cannon
- 12-18: Forward Struct
- 19-20: PRIMARY Hit

## SIDE HITS

- 1-4: Port/Stb Thrust
- 5-9: Med Blast Cannon
- 10-18: Port/Stb Struct
- 19-20: PRIMARY Hit

## AFT HITS

- 1-6: Main Thrust
- 7-8: Light Laser
- 9-10: Lt Plasma Cannon
- 11-18: Aft Struct
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-9: Primary Struct
- 10-11: Lt Plasma Cannon
- 12-13: Sensors
- 14-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C & C

## SPECIAL NOTES:

Limited Deployment (33%)

## SENSOR DATA

Defensive EW


Target #1


Target #2


Target #3

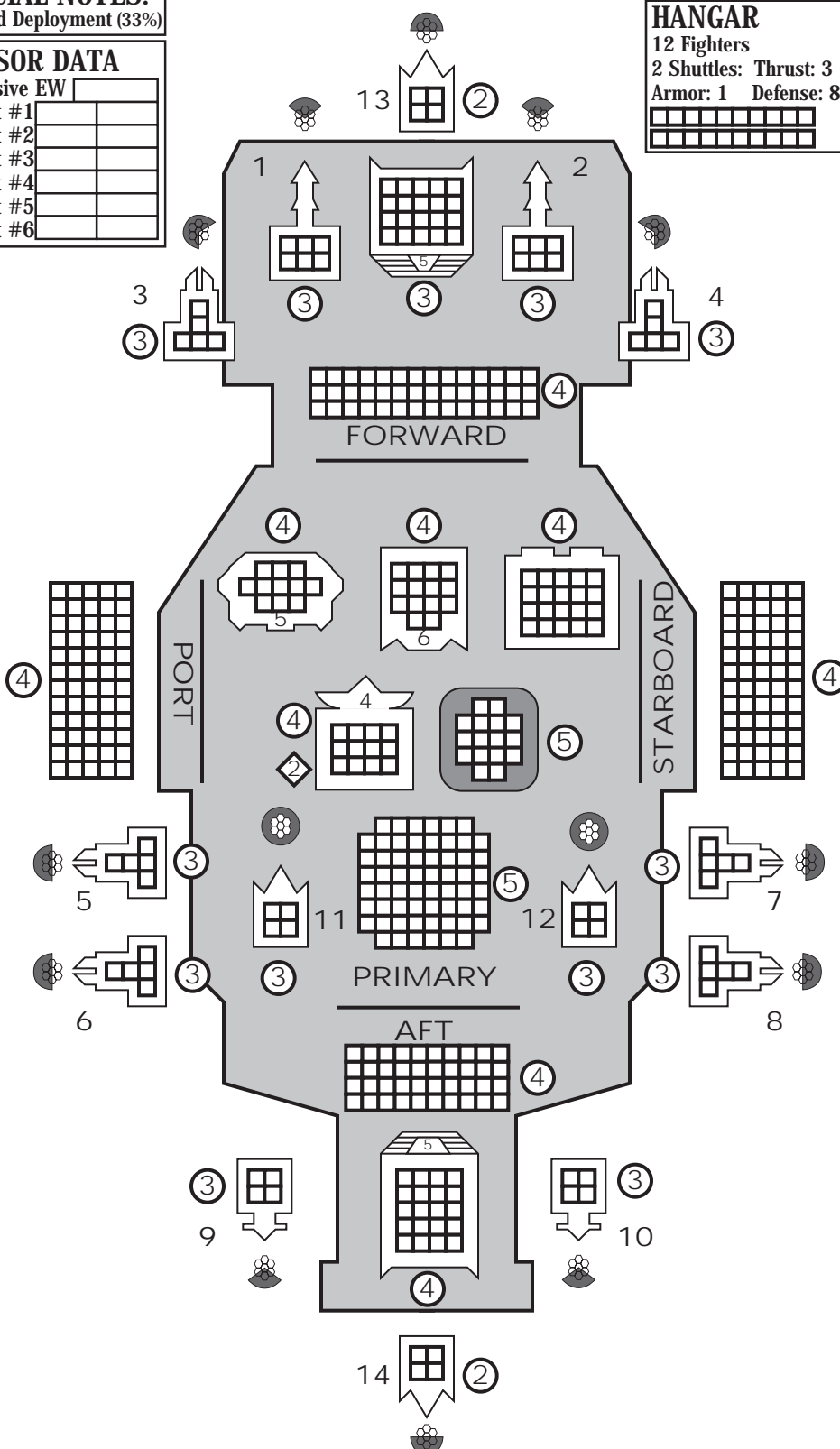

Target #4


Target #5


Target #6


## HANGAR

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



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med. Blast Cannon
- Class-0 Missile Rack
- Lt Laser Cannon
- Lt Plasma Cannon