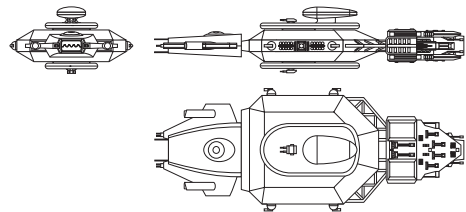




# EA Orestes Dreadnought (Beta Model)



SPECS	
Class: Capital Ship	In Service: 2168
Point Value: 550	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 (14)	Stb/Port Defense: 16 (14)
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	
Heavy Plasma Cannon	Class: Plasma
Modes: Standard	Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes	Fire Control: +3/+1/-5
Intercept Rating: n/a	Rate of Fire: 1 per 3 turns

Med. Plasma Cannon	Class: Plasma
Modes: Standard	Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex	Fire Control: +3/+1/-5
Intercept Rating: n/a	Rate of Fire: 1 per 3 turns

Class-S0 Missile Rack	Class: Ballistic
Missiles: 12	Range Penalty: None
Fire Control: +2/+2/+2	Rate of Fire: 1 per 2 turns

Lt Particle Beam	Class: Particle
Modes: Standard	Dmg: 1d10+4
Range Penalty: -2 per hex	Fire Control: +3/+3/+3
Intercept Rating: -2	Rate of Fire: 1 per turn

Interceptor Prototype	Intercept Rating: -2
Rate of Fire: 1 per turn	OFFENSIVE MODE:
Class: Particle	Mode: Standard
Dmg: 1d10+3	Fire Control: -/-/+4
Range Penalty: -2 per hex	

MISSILES	
Rack #3	
Rack #4	

FORWARD HITS	
1-4: Retro Thrust	5-6: Heavy Plasma Cannon
7-9: Missile Rack	10-11: Interceptor
12-18: Forward Struct	19-20: PRIMARY Hit

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

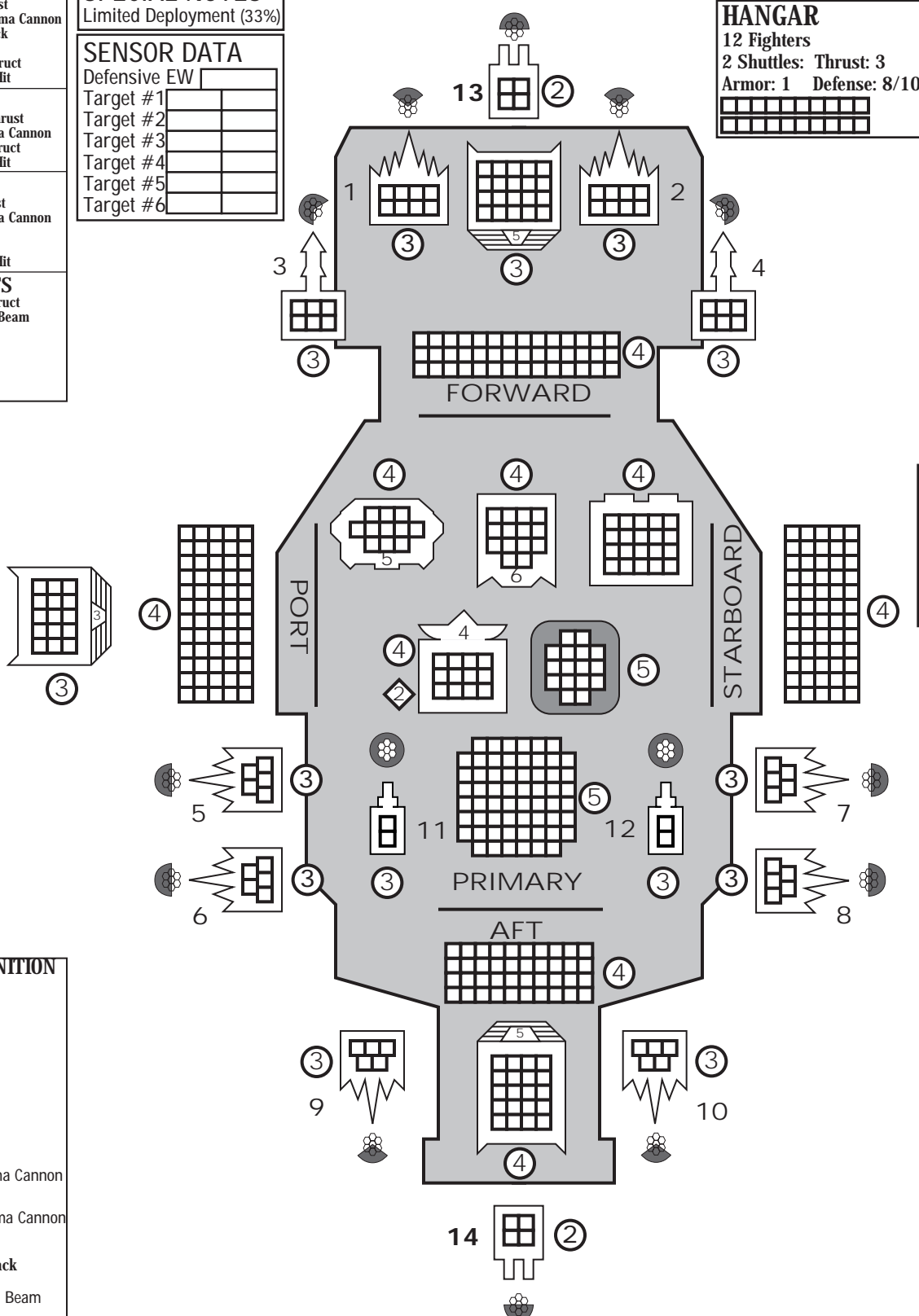
AFT HITS	
1-6: Main Thrust	7-8: Med Plasma Cannon
9-10: Interceptor	11-18: Aft Struct
19-20: PRIMARY Hit	

PRIMARY HITS	
1-9: Primary Struct	10-11: Lt Particle Beam
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
	Hvy Plasma Cannon
	Med Plasma Cannon
	Class-S0 Missile Rack
	Lt Particle Beam
	Interceptor