

EA Omega Destroyer (Omega Model)

SPECS	MANEUVERING	COMBAT
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16 (12)
In Service: 2260	Turn Delay: 1 x Speed	Stb/Port Defense: 18 (14)
Point Value: 1050	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 380	Pivot Cost: 3+3 Thrust	Extra Power: -1
Jump Delay: 20 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 Particle Cannon
Class: Particle
Modes: Raking
Damage: 6d10+60
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per 6 turns

Medium Laser Cannon

Class: Laser
Modes: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Interception Rating: n/a
Rate of Fire: 1 per 3 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-II

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: -/-/+8
Range Penalty: -2 per hex

HANGAR

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

FORWARD HITS

- 1-3: Retro Thrust
- 4-6 **Medium Laser**
- 7-8 **Medium Pulse**
- 9-11: Interceptor
- 12-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-9: Std Particle Beam
- 10-12: Interceptor
- 13-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-9: **Railgun**
- 10-12: Interceptor
- 11-18: Aft Struct
- 19-20: PRIMARY Hit

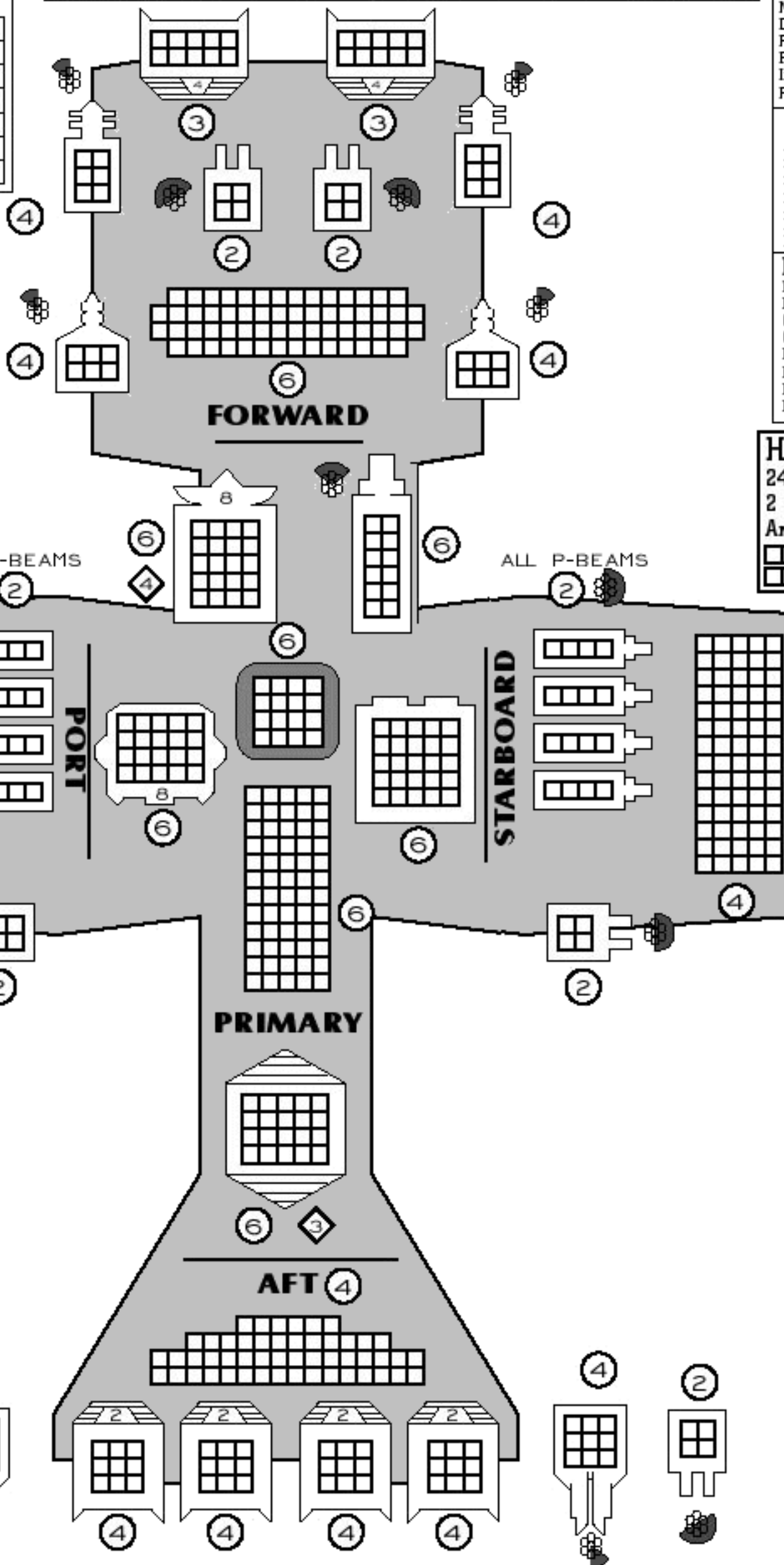
PRIMARY HITS

- 1-8: Primary Struct
- 9-10: Jump Engine
- 11-14: Sensors
- 15-16: Engine
- 17-18 **Heavy Particle**
- 19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



Medium Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 10xd5 (4)
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Railgun

Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

ICON RECOGNITION

- Heavy Particle Cannon
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Med. Pulse Cannon
- Std Particle Beam
- Med Laser Cannon
- Interceptor