

EA Omega Destroyer (Delta Model)

SPECS

Class: Capital Ship
In Service: 2255
Point Value: 940
Ramming Factor: 380
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16 (12)
Stb/Port Defense: 18 (14)
Engine Efficiency: 3/1
Extra Power: 0
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

Laser/Pulse Array

This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Laser Mode

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

Pulse Mode

Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
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-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

FORWARD HITS

- 1-3: Retro Thrust
- 4-6: Laser/Pulse Array
- 7-8: Heavy Laser Cannon
- 9-11: Interceptor
- 12-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

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

AFT HITS

- 1-6: Main Thrust
- 7-9: Laser/Pulse Array
- 10-12: Interceptor
- 13-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1

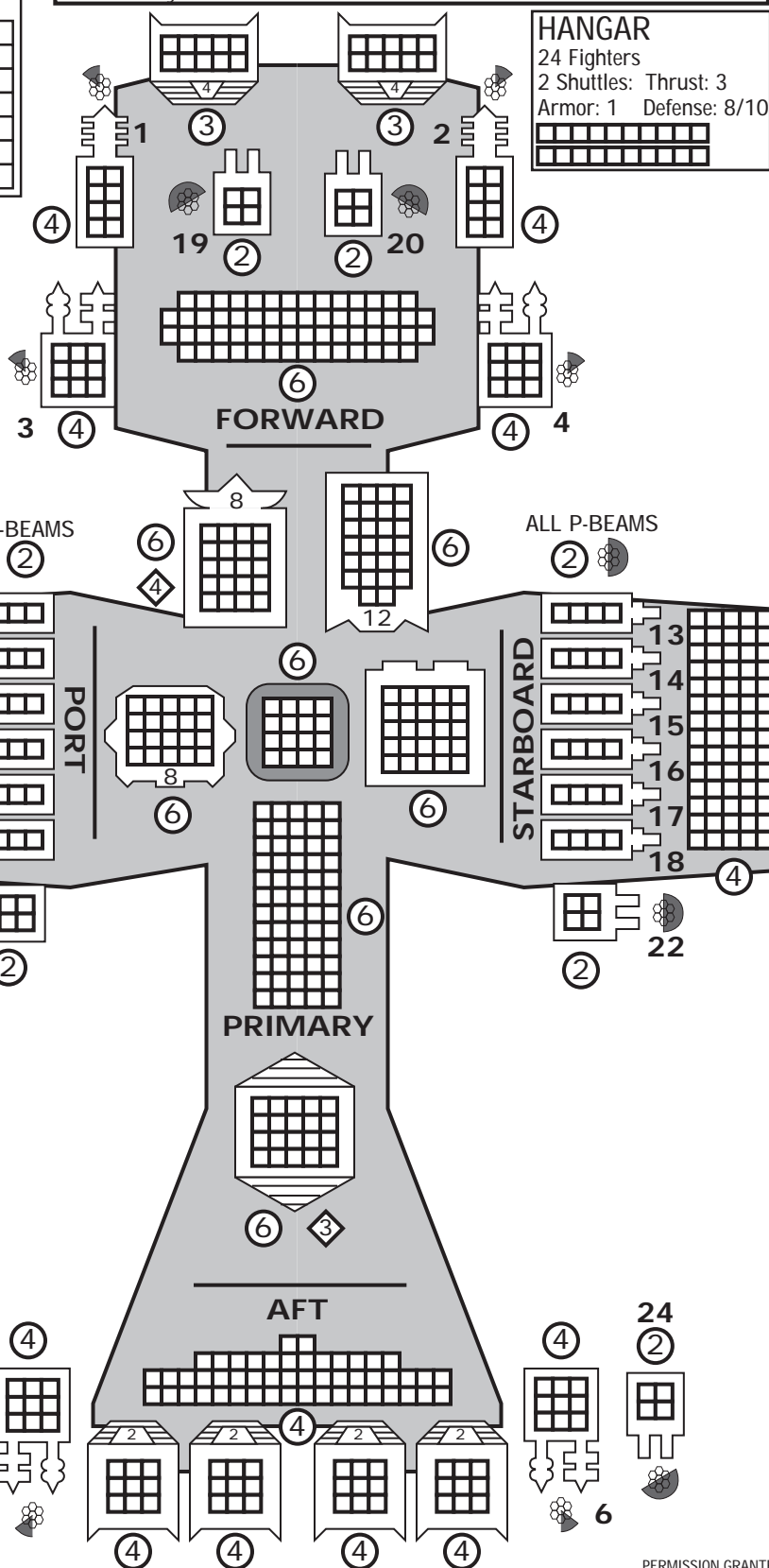
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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