

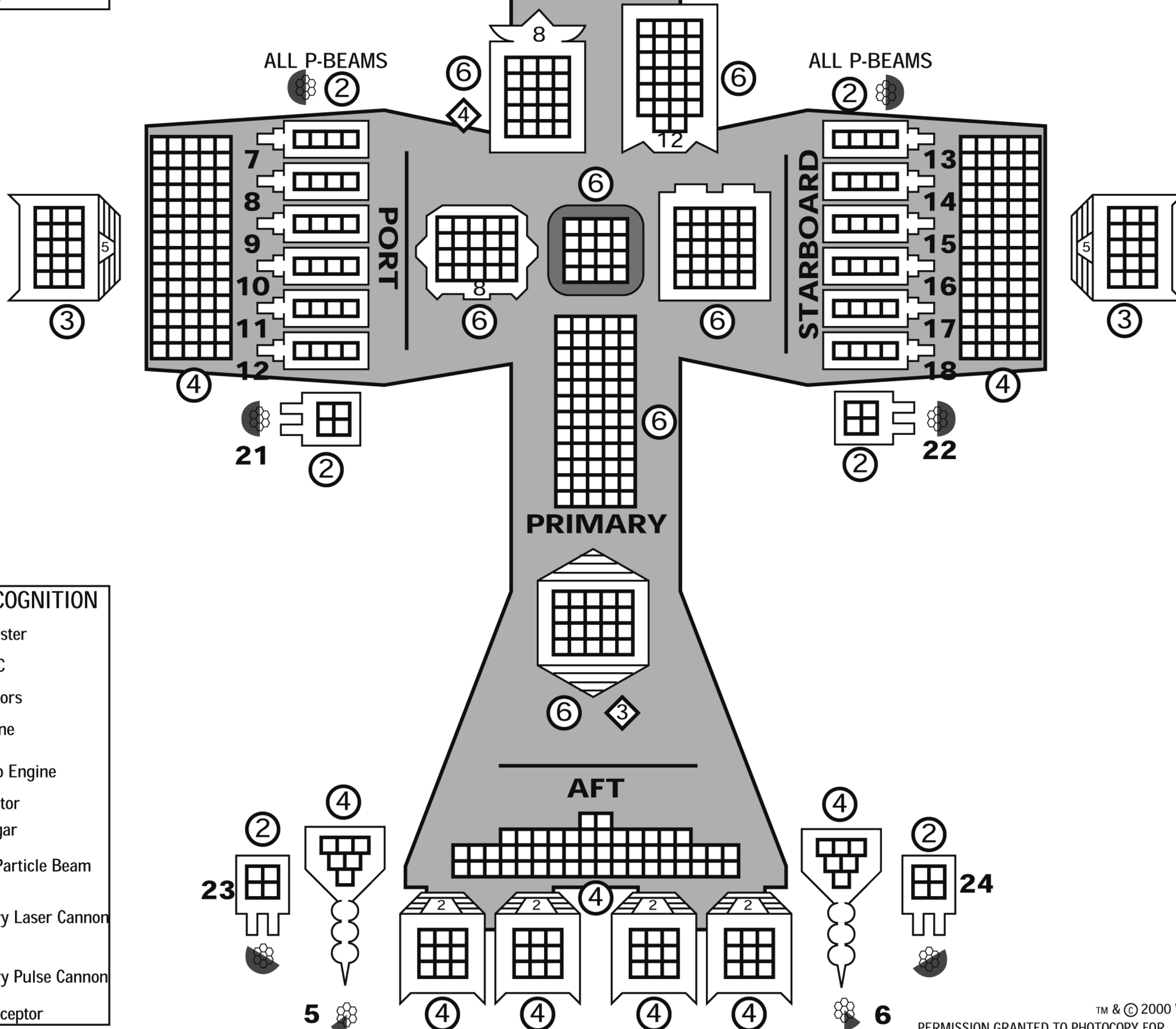
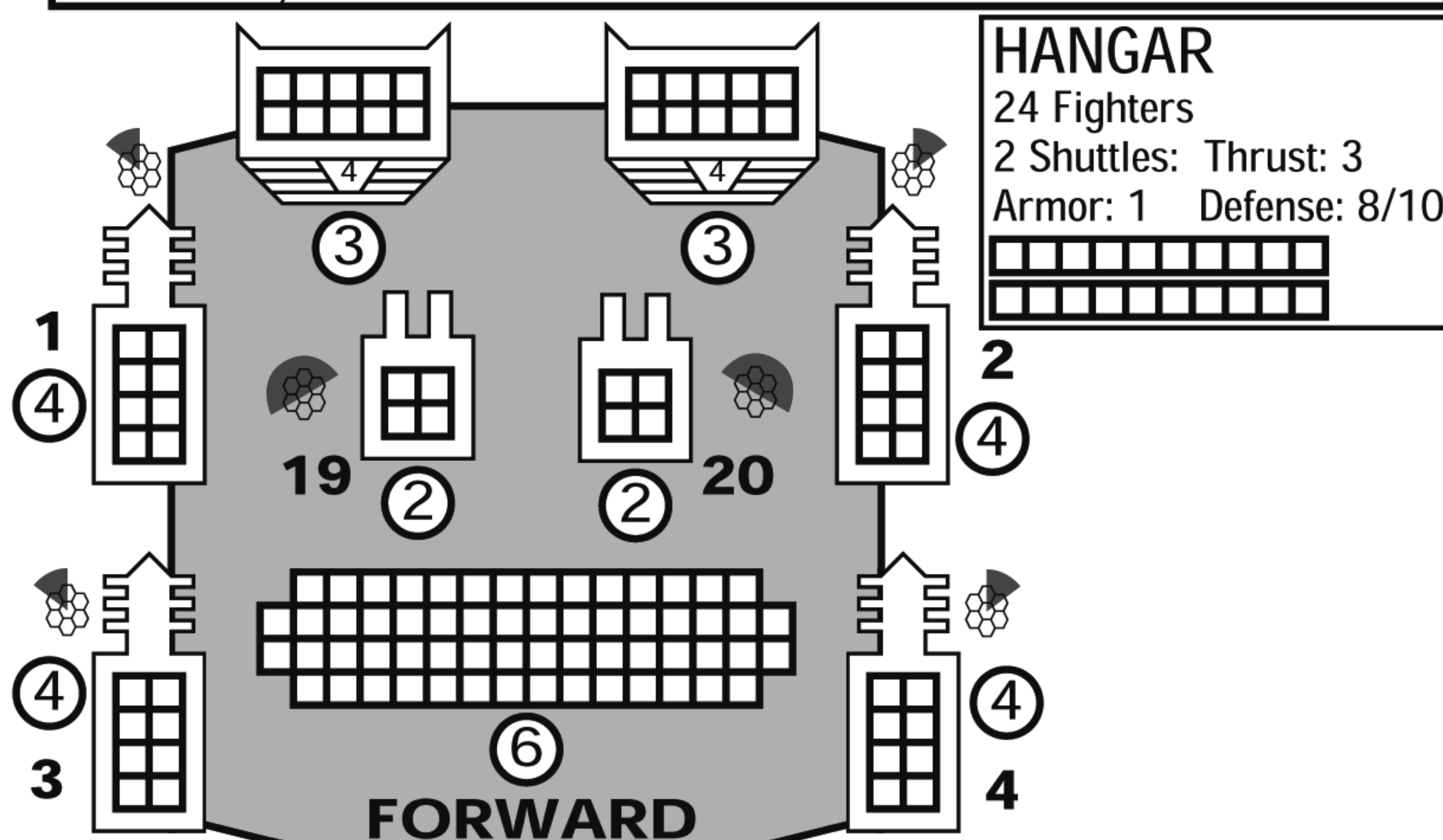
# EA Omega Destroyer (Delta Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16 (12)
In Service: 2250	Turn Delay: 1 x Speed	Stb/Port Defense: 18 (14)
Point Value: 925	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 380	Pivot Cost: 3+3 Thrust	Extra Power: 0
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	
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Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
<b>Heavy Laser Cannon</b>	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
<b>Heavy Pulse Cannon</b>	Class: Particle Mode: Pulse Damage: 15 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per 2 hexes Fire Control: +4/+3/-1 Intercept Rating: -1 Rate of Fire: 1 per 3 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-II</b>	Intercept Rating: -4 Rate of Fire: 1 per turn <b>OFFENSIVE MODE:</b> Class: Particle Mode: Standard Damage: 1d10+8 Fire Control: --/--/+8 Range Penalty: -2 per hex

<b>FORWARD HITS</b>
1-3: Retro Thrust
4-8: Heavy Laser Cannon
9-11: Interceptor
12-18: Forward Struct
19-20: PRIMARY Hit
<b>SIDE HITS</b>
1-4: Port/Stb Thrust
5-9: Particle Beam
10-12: Interceptor
13-18: Port/Stb Struct
19-20: PRIMARY Hit
<b>AFT HITS</b>
1-6: Main Thrust
7-9: Heavy Pulse Cannon
10-12: Interceptor
13-18: Aft Struct
19-20: PRIMARY Hit
<b>PRIMARY HITS</b>
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
	Std Particle Beam
	Heavy Laser Cannon
	Heavy Pulse Cannon
	Interceptor