

EA Shadow Omega Command Destroyer (Psi Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15 (11)
In Service: 2260	Turn Delay: 1 x Speed	Stb/Port Defense: 17 (13)
Point Value: 2600	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 400	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +2
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

Slicer/Phasing Pulse Array
This weapon can fire as either a lt. slicer or hvy. phasing pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Light Molecular Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 4d10+4
Dmg, 2 Turns: 6d10+6
Dmg, 3 Turns: 8d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on multiple targets. Non-interceptable.

Heavy Phasing Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 18 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +6/+4/+2
Intercept Rating: -2
Rate of Fire: 1 per 3 turns

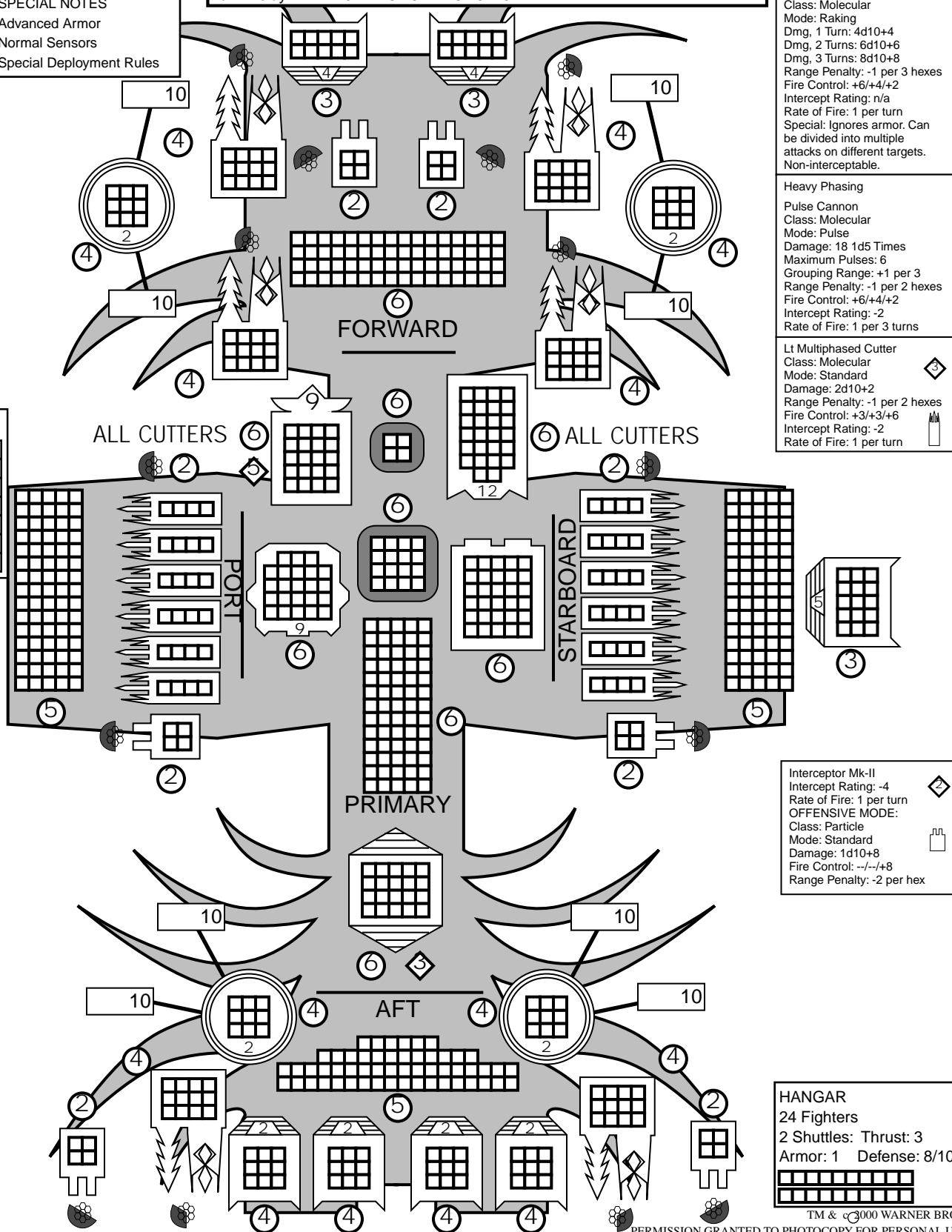
Lt Multiphased Cutter
Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS
1-3:Retro Thrust
4-8:Slicer/Phsd Pulse Array
9-10:Interceptor
11-12:Energy Diffuser
13-18:Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-4:Port/Stb Thrust
5-9:Lt Multiphased Cutter
10-12:Interceptor
13-18:Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-6:Main Thrust
7-9:Slicer/Phsd Pulse Array
10-11:Interceptor
12-13:Energy Diffuser
14-18: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

SPECIAL NOTES
Advanced Armor
Normal Sensors
Special Deployment Rules

SENSOR DATA	EW
Defensive	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Energy Diffuser
Light Multiphased Cutter
Slicer/Phasing Pulse Array
Interceptor



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