

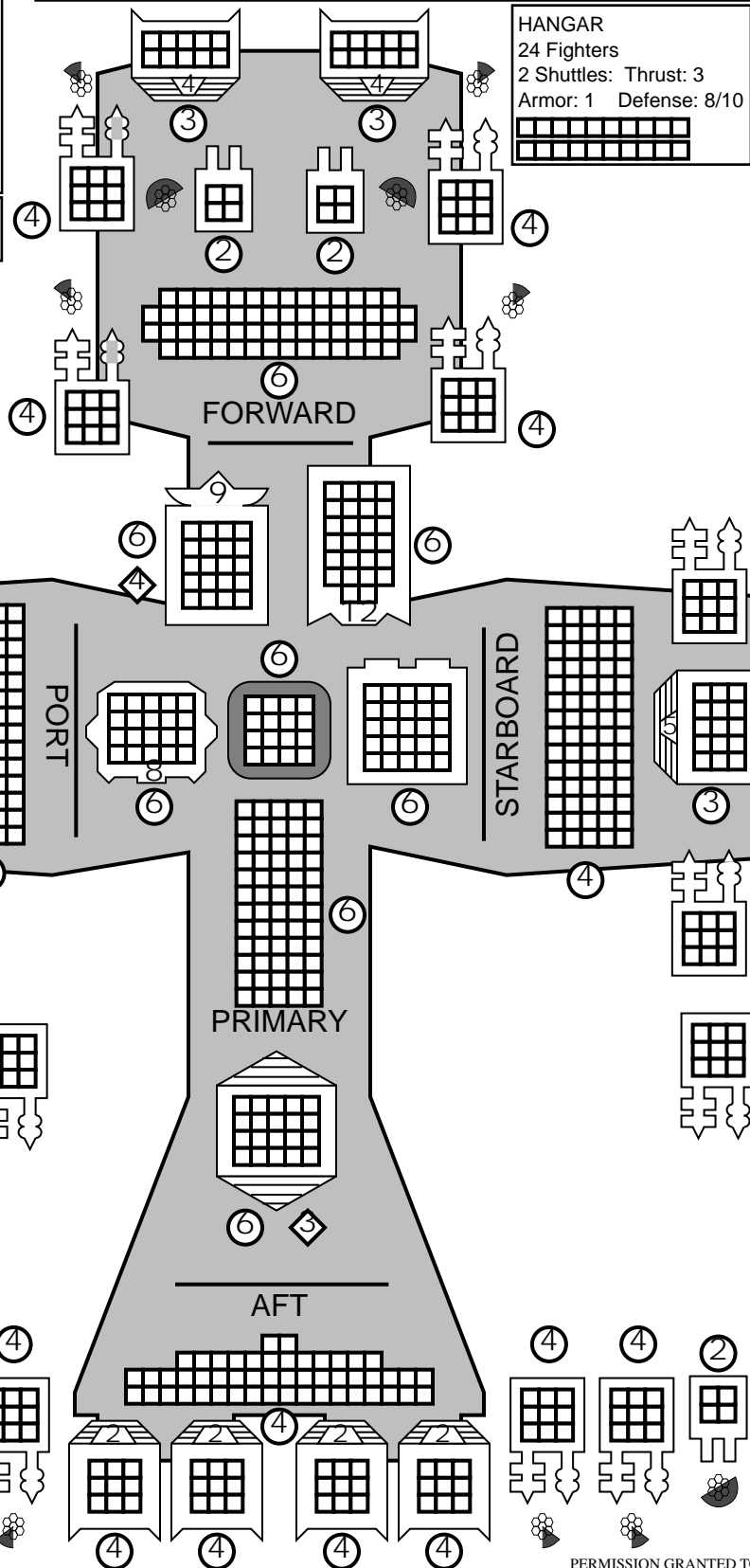
EA Omega Destroyer Dreadnought (Zeta Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16 (12)
In Service: 2261	Turn Delay: 1 x Speed	Stb/Port Defense: 18 (14)
Point Value:	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	
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
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.
Medium Laser Cannon 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
Medium Pulse Cannon 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
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 BITS
1-3Retro Thrust
4-8Laser/Pulse Array
9-11Interceptor
12-18: Forward Struct
19-20PRIMARY Hit
SIDE HITS
1-4Port/Stb Thrust
5-9:Laser/Pulse Array
10-12Interceptor
13-18Port/Stb Struct
19-20PRIMARY Hit
AFT HITS
1-6Main Thrust
7-9: Laser/Pulse Array
10-12Interceptor
13-18:Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-8Primary Struct
9-10Jump Engine
11-14:Sensors
15-16Engine
17-18Hangar
19:Reactor
20:C & C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6
SPECIAL NOTES
Unique Vessel



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Std Particle Beam
Laser/Pulse Array
Interceptor