

## EA Omega Command Scout Destroyer (Delta Model)

### SPECS

Class: Capital Ship  
In Service: 2250  
Point Value: 925  
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

**Hvy Laser/Pulse Array**  
This weapon can fire as either a heavy laser or heavy pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

**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

**Heavy Pulse Cannon**  
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

**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  
4-5:Sensor  
6-8:Hvy Laser/Pulse Array  
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:Hvy 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

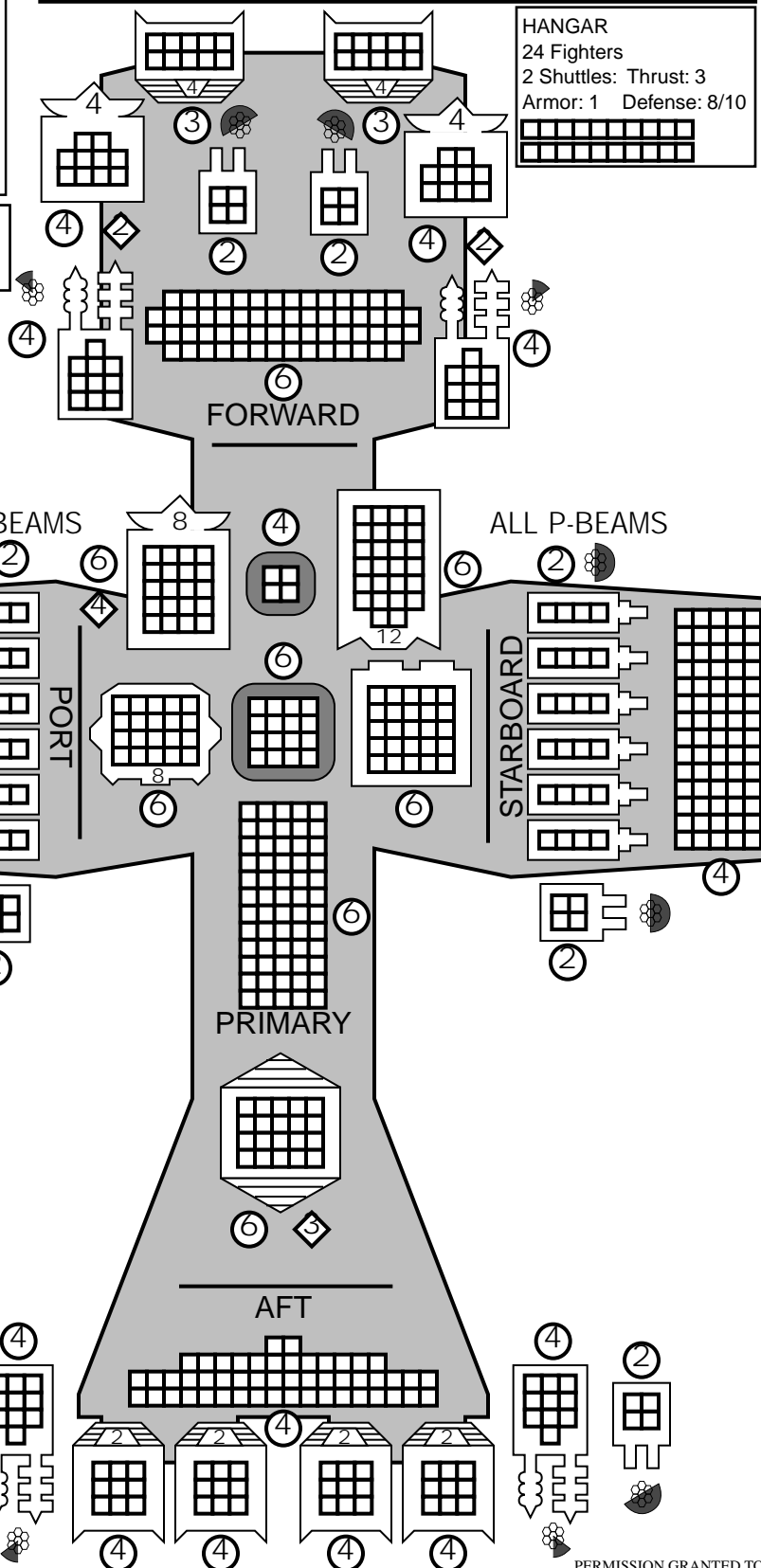
Target #5

Target #6

### SPECIAL NOTES

ELINT Ship

Restricted Deployment (10%)



### ICON RECOGNITION

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