



## EA Omega Battle Destroyer (Mu Model)

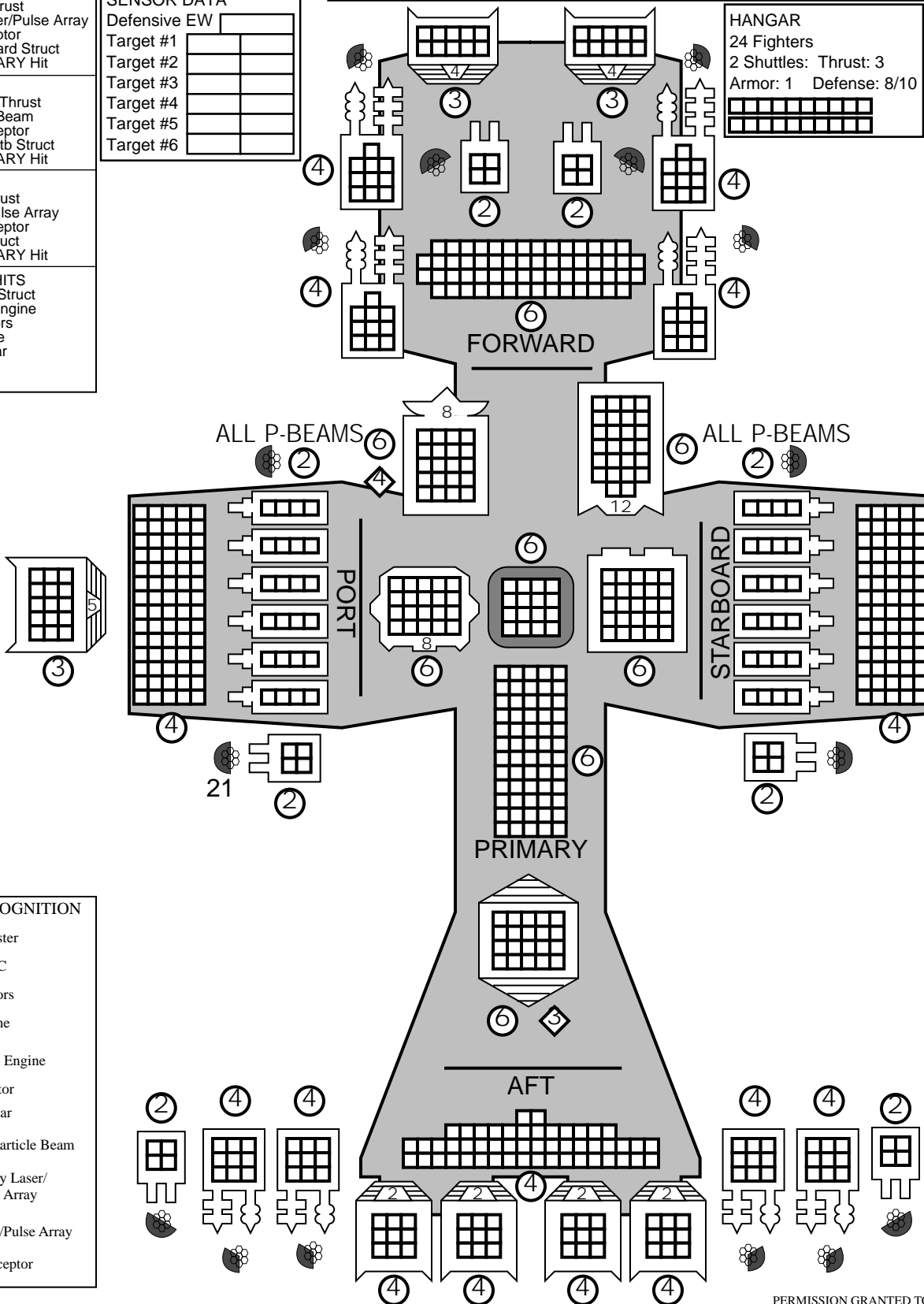
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost 1 x Speed	Fwd/Aft Defense: 16 (12)
In Service: 2263	Turn Delay: 1 x Speed	Stb/Port Defense: 18 (14)
Point Value: 1050	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 380	Pivot Cost: 3+3 Thrust	Extra Power: +0
Jump Delay: 20 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +1
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
<b>Hvy Laser/Pulse Array</b> 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.
<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

FORWARBITS
1-4Retro Thrust
5-8Hvy Laser/Pulse Array
9-11Interceptor
12-18: Forward Struct
19-20PRIMARY Hit
SIDE HITS
1-4Port/Stb Thrust
5-9Particle Beam
10-12Interceptor
13-18Port/Stb Struct
19-20PRIMARY Hit
AFT HITS
1-6Main Thrust
7-9Laser/Pulse Array
10-12Interceptor
13-18Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-8Primary Struct
9-10Jump Engine
11-14Sensors
15-16Engine
17-18Hangar
19Reactor
20C & C

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

HANGAR
24 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



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

<b>Laser/Pulse Array</b> 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.
<b>Medium Laser Cannon</b> 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
<b>Medium Pulse Cannon</b> 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