

# EA Omega Destroyer (Kappa Model)

## SPECS

Class: Capital Ship  
In Service: 2260  
Point Value: 1050  
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: +6  
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

**Class-B Missile Rack**  
Class: Ballistic  
Modes: Standard  
Damage: 20  
Range Penalty: 30 Hex Range  
Fire Control: +3/+3/+3  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

**Class-S Missile Rack**  
Class: Ballistic  
Modes: Standard  
Damage: 20  
Range Penalty: 20 Hex Range  
Fire Control: +3/+3/+3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 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

## HANGAR

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


## MISSILES









## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## FORWARD HITS

1-3: Retro Thrust  
4-8: Heavy Laser  
9-11: Interceptor  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-9: Std Particle Beam  
10-12: Interceptor  
13-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Medium Laser Cannon  
10-12: Interceptor  
11-18: 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

## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- S-Missile Rack
- Std Particle Beam
- B-Missile Rack
- Interceptor

