

## **Omicron Light Cruiser**

During the continuing Drakh Crisi, Earthforce encountered a serious problem: it did not possess a jump-capable ship fast enough to react to Drakh Raiding operations at sufficient speed.

The only ships that met this demand were the Oracle and the Delphi.

Both were scout ships and clearly not up to the task, not to mention their rarity.

Even though the Oracles were retired they had the appeal of being the only capital ships that could keep up with Earthforce's smaller combatans like the Cronos.

So there was a brief flirtation with the idea to convert the Oracles into something similar to the Delta model to serve as a "fast jump cruiser".

However their serious limitations concerning upgrades and survivability under combat conditions quickly killed off any enthusiasm for the idea.

Instead development on a true light cruiser was started.

As with the Pytho, the largest possible amount of already available technology was used to limit the time and cost to develop and construct the new ship.

Although the result is clearly not as fast as the Cronos or the Oracle, the Omicron is on par with the Delphi.

Additionally it is the most maneuverable capital ship in Earthforce's arsenal.

To achieve jump capability and such an extraordinary maneuverability, compromises had to be made.

The ship has no fighters and no conventional Heavy Lasers.

Howevert its short range firepower is impressive.

The Omicron is armed with a scaled down version of the Heavy Laser that requires less space and cooling.

Unfortunately it lacks the sustained mode and heavy punch of its larger cousin.



# EA Omicron Light Cruiser (Alpha Model)

## SPECS

Class: Capital Ship  
In Service: 2272  
Point Value: 725  
Ramming Factor: 250  
Jump Delay: 24 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14 (10)  
Stb/Port Defense: 16 (12)  
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	2	3	4	4	5	6	6	7	8	8

## WEAPON DATA

### Compact Heavy Laser

Class: Laser  
Modes: Raking  
Damage: 4d10+16  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 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

### 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

1-5: Retro Thrust  
6-7: Pulse Cannon  
8-10: Interceptor  
11-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-8: Std Particle Beam  
9-11: Compact Hvy Laser  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Pulse Cannon  
9-10: Interceptor  
11-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Struct  
11-12: Jump Engine  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

### Defensive EW

Target #1

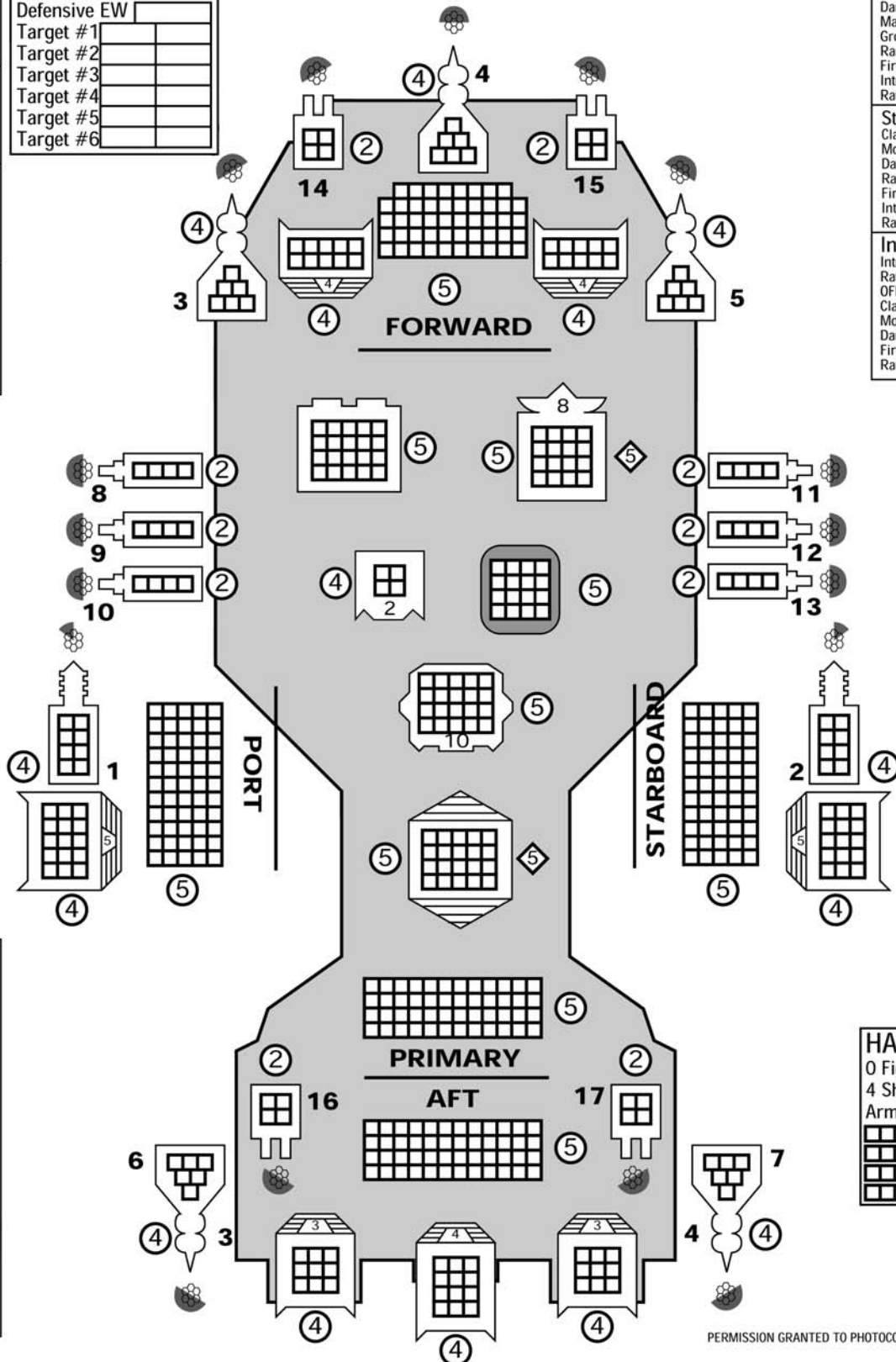
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Compact Hvy Laser
- Pulse Cannon
- Interceptor

## HANGAR

0 Fighters  
4 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10

