

## EARTH ALLIANCE "SUPER" and EXPERIMENTAL CARRIERS

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In Y2168, Earthforce placed the first Avenger Heavy Carrier into service concurrently with the initial model of the highly celebrated line of Starfury fighters, the Aries. In the years that followed, the Avenger would provide yeomen service to the admirals that commanded them and the crews that served aboard. The primary source of the Avenger's success was the quality of the fighters they carried, but more importantly, the quantity they carried. At the time, the numbers of fighters routinely flying from opposing "carriers" usually numbered in the 20's and 30's, which was markedly less than the 48 embarked by the Avenger. The result was, typically, local fighter superiority for any fleet accompanied by an Avenger.

However, in Y2228, a race known as the Dilgar exploded forth from their home world of Omelos and began to rain down destruction on a number of League of Non-Aligned World planets. The more paranoid among the EA Senate prevailed on the rest to send a mission to seek additional information on this new and clearly hostile race. The Hyperion heavy cruiser EAS Persephone was assigned the mission and was subsequently destroyed by the Dilgar, who claimed it was an accident, and warned of the consequences of visiting combat zones.

With the loss of the Persephone, the Alliance began to pay more attention to the various reports trickling out from League space on the actions of the Dilgar and the tactics of its fleets. It proved to be an eye-opening expedience. Of particular concern were the reports on the Dilgar fighter, the Thorun Dartfighter, and the Dilgar's enthusiastic use of this advanced fighter. Analyses of League battle records convinced elements within Earthforce that the Dilgar attitude towards fighters mirrored that of the Earth Alliance. A consensus was quickly reached that should there be any engagements between Dilgar and Alliance forces, both sides would be capable of fielding relatively equal numbers of fighters.

This unconformable realization worsened when the League presented a number captured Dilgar Thorun fighters to the EA in the hopes of gaining more active Alliance support. Subsequent Earthforce examination of these prizes confirmed Earthforce worst fears. Not only was the Dilgar fighter significantly better than the current Tiger model Starfury but even the most optimistic analysts was forced to conclude that the Thorun would probably remain better than the forthcoming Nova Fighter. The conclusion was simple, the Dilgar, in a numerically even engagement would be the superior force.

The fastest means of redressing the balance were equally simple, bring more fighter to the fray than could be matched by the Dilgar and get a better fighter. The former meant that Earthforce would need a larger carrier than the current Avenger Heavier Carrier, while the later meant an update to the nearly completed Nova Starfury design. Subsequently, Earthforce approached the Senate with a request that appropriations be made available to begin an accelerated design study for a new and larger carrier. A second request was also forwarded to initiate a crash program to backward engineer the gifted Thoruns and marry the resulting new technology to the Nova Starfury design.

The Senate's response, minimized by various economic growth concerns and the general feeling that the Dilgar would never attack the Alliance, was relatively limited. Aware of the Starfury's successes to date and seeing it as the darling of the media, the Senate agreed to add the necessary funding to the Nova Starfury program. However, siting that the resulting "new" Nova would be up to the standards of the Dilgar fighter, the Senate reasoned that a new large carrier was, as a result, superfluous and funding was flatly denied. Ultimately, a union of some of the more "hawkish" Senators did manage to arrange a small appropriation that would be geared towards updating or converting an existing hull in a one-off design study.

With limited options, the naval architects reviewed the capital ships of the current standing fleet for a suitable base on which modifications could be explored. Examination of the Avenger quickly showed that the hull lacked sufficient growth potential to allow for the quick addition of a large number of added fighters. The same conclusions were reached for the Hyperion, Oracle and Orestes hulls. The only capital class left was the relatively new Nova Dreadnought. To this end, an incomplete Nova dreadnought was taken in hand and heavily modified to create a new carrier. The conversion consisted of little more than replacing the weapon's arrays with four large sponsons. Each sponson housed 12 additional fighters, resulting in a total of 72 fighters being embarked amongst five hangar bays. Obviously the weapon suite was completely revised, with the original 18 Medium Lasers replaced by 4 Standard Particle Beams, 2 more Interceptors and intriguing new and experimental turret assembly that paired a particle cannon and a medium plasma cannons in a common turret.

Progress on the new carrier was slowed as a result of limited funding and the myriad of problems created by converting a gun heavy dreadnought to a fleet carrier. The carrier was still incomplete when the Nova Starfury, equipped with

advanced components from the Thorun, reached operation status in Y2230. Finally completed in Y2231, the new Midway Fleet Carrier was in the midst of working up when the Pyrotinia arrived, loaded with desperate League ambassadors. Their plight was initially greeted with hollow statesmanship, but they continued to lobby the EA Senate and media with increasing sophistication, successfully drawing parallels between the Dilgar and the Nazis. When the Dilgar finally, invaded Markab space at the end of Y2231, the Alliance Senate and the Alliance people were primed for war and in early Y2232, the Earth Alliance moved against the Dilgar.

The new Midway was at the lead one of the larger Alliance forces deployed into Markab space, where its massed Nova fighter wing proved to be most effective. However, once the Dilgar began retreating back through League space, the Midway's initial success began to fade against the realities of logistics. The new turret, problematic at best though out the ship's work up, manifested an annoying tendency to induce misfiring in the particle cannon and medium plasma cannons. The incredibly cramped conditions of the original dreadnought, now exacerbated to the point of collapse by the addition of 4 more squadrons of fighter crews and support staff, required accelerated crew rotations if there was to be any reasonable hope of maintaining quality crew performance. Coupled with these crew requirements was a massive shortfall of onboard fighter supplies, fuel and support equipment. All of which meant that the Midway required regular and massive re-supply from a dedicated group of support ships in order to maintain operations. As the operations quickly moved deeper in League space and further from Alliance space, this added strain on Earth's supply line became unacceptable. Despite its early successes, the Midway was dropped from the Expeditionary Fleet and reassigned to rearguard patrols within Markab space, where she would play no major roll for the remainder of the war.

Following the war, Earthforce concluded that a Nova based heavy carrier was not viable given the constraints imposed by massive fighter operations. A dedicated carrier was required and rather than decommission the Midway, she would be retained as a test bed to support the creation of a dedicated "super" carrier. In Y2242, the Midway was brought in for refit to take advantage of the new technology resulting from the war. The problematic turrets were replaced by a four of the new Laser/Pulse Arrays, similar to that carried by the Nova-Betas (the turret would be reborn on the Omega Destroyer). An improved engine and thruster system was also installed but the armor improvements applied the Nova-Beta were not resulting in a slightly more agile ship than its Nova dreadnought cousin.

In Y2244, a new super carrier began to take form. Dubbed the Poseidon Super Carrier, the new carrier was designed to embark no less than 96 of the new Aurora Starfury's. Based on the lessons learned from the Midway, the new carrier would be massive in size to meet the requirements of its large fighter wing and crew. The carrier would also be equipped with g-positive section similar to that used on the Tantalus Assault Ship to allow for the long-term deployment of its men and fighters. The new carrier, when completed, would represent the ultimate big stick of the Earthforce navy.

Everything changed when a Earth Alliance reconnaissance group misinterpreted Minbari Warrior Caste protocol and opened fire during a first contact with the Minbari. Having unknowingly killed the religious leader of the Minbari, the Alliance found itself, over night, embroiled in war for its very survival. Initially unable or unwilling to understand the power and technological advantages possessed by the Minbari, Earthforce deployed a number of war fleets towards Minbari space to counter any further encroachments. One of these fleets was lead by the Midway, with orders to reinforce an Orion Starbase on the rim of Alliance space and conduct offensive fighter strikes as needed. Jumping into system, the commanding Admiral was horrified to see the Orion reduced to debris and the planet surrounded by Minbari ships. Confident in his fleet's strength, the Admiral ordered general quarters and attacked. Thirty minutes later, a heavily damaged Hyperion Heavy Cruiser managed to jump out of the battle. She was the only survivor.

The fate of the Midway was repeated across a dozen systems, as the Minbari systematically wiped out Earthforce's defenses and fleets. In short order, the EA found itself shutting down jump beacons to hinder Minbari attempts to find EA worlds unable to score single victory. Back home, the Alliance attempted to ramp up production in a hopeless attempt to stem the tide of the war. Every ship, capable was taking the fight to the Minbari was completed at break neck speed. The Poseidon-Alpha, was finished on an ad hoc basis and deployed in Y2247. She was immediately deployed to the Ross system in an attempt to hold the Minbari at arms length from the highly valued Proxima system. When the Minbari finally arrived, the Poseidon's massive fighter group provided a nasty surprise but the battle was never really in doubt. In response, the Minbari dedicated a significant portion of their attention on the Poseidon, recognizing its obvious value. Despite suffering staggeringly large fighter losses, the Minbari pressed the attack and managed to destroy the Poseidon in a single massive fighter sweep, ending the super carrier's tour after two short months.

Ultimately, the EA was reduced to shutting down jump beacons to hinder Minbari attempts to find their worlds. This merely delayed the inevitable and each time and after a brief pause the Minbari would somehow find the next EA world. The EA was inexorably pushed back into its own territory until the final battle arrived. The resulting Battle of the Line saw the bulk of the remaining human combat forces massed against the Minbari in order to buy time for the evacuation of a few more refugees. Less a battle than a slaughter, the Minbari were in the process of demolishing the last hope of mankind when they suddenly, inexplicably surrendered. Following their transmittal of surrender, the Minbari simply withdrew, without explanation. Somehow, Mankind had survived. Earthforce had been battered to the brink of annihilation.

After the devastation of the Minbari War, the EA was forced to rebuild its fleet virtually from scratch. The remaining Avenger Heavy Carriers, along with a hand full of Nova Dreadnoughts became the centerpieces of the ragtag remnants of Earth once mighty navy. In review of the conflict, fighters were considered the only real success of the war, all things considered, and attempts were made to increase the amount of fighters available to the EA. The primary problem was prioritization of resource towards the rebuilding effort. The whole fleet was quite simply gone and every area of the fleet was in need of replacement and strengthening.

Consideration was initially given to reopening the Avenger production line but combat units were in greatest demand so emphasis was made to increasing Hyperion construction rates. However, a prototype study was performed to explore the possibility of converting a Hyperion Hull into a heavy carrier variant. To that end, an incomplete Hyperion was taken in hand for modifications that added additional launch bays to the sides of the vessel at the cost of the jump engine. The results allowed a fighter capacity comparable to the older Avengers. Completed in Y2250 the EAS Komandorski Straits suffered many, if not all, of the same deficiencies as the Nova derived Midway resulting in critical flaws in endurance, parts and ammunition stowage. The craft was left in service, but was not repeated. She ended her days serving as a dedicated training hull for deck landing qualifications at the EA fighter school.

Having relearned the same lesson as taught by the earlier Midway, Earthforce planners returned to the Poseidon design. Several minor changes were applied to improve the basic design including the addition of Mk-II interceptors, improved armor at key locations and an improved thruster package, though the big ship remained persistently sluggish. The resulting Poseidon-Beta entered service in Y2255. Only a handful of Poseidon's were ever constructed, due to their protracted construction time, enormous operating costs and its limited roll.

Because of the limited numbers and equally limited rolls of the Poseidon, the EA came to the realization that the Avenger Heavy Carrier actually did fill needed roll within the naval force structure. With Avenger numbers, never numerous following the war, dwindling rapidly due to age and over use, Earthforce found itself considering a number of options. A Service Life Extension Program (SLEP) for the remaining Avengers was explored but too few hulls remained to fill the needed rolls, a restart of Avenger construction was tabled immediately due to limited yard space and the feeling that the basic hull had outlived its usefulness. The obvious choice was the Omega destroyer, now in massive serial production. The Omega was certainly large enough, could maintain long patrols and offered a maximum commonality with the growing fleet of Omega destroyers. A conversion program was commenced resulting in the Omega-D in Y2259. Though under armed when compared to its destroyer cousins that carrier variant offered a full 48 fighters to the fray and production, while never at a significant rate, began immediately.

During the unrest following President Clark takeover and the subsequent Civil War, most of the heavy carrier assets of Earthforce were essentially wasted by Clark's miss use. The Omega-D's were squandered on punitive bombing missions against breakaway colonies or left to gather dust guarding the colonies. The Poseidon's, treated by Clark as his personal chess pieces, were shuffled back and forth across the galaxy on various show the flag or saber rattling missions. When John Sheridan first began his move against the Clark regime, President Clark responded by recalling all of the Poseidon's to Earth for fear of losing his status symbols to potential mutiny and ordering most of the Omega-D's to cover the recalcitrant Mars. Following the destruction of his prized Shadow Omega squadron, Clark belatedly released his Poseidon squadrons, now lead by hand picked command crews, with orders to sweep behind Sheridan and destroy his supply lines. The belated orders, made at precisely the wrong time, left the Poseidon's completely out of position when Sheridan struck at Mars and then Earth. The Mars strike, a feint to focus attention away from Earth, used a group of shadow-modified telepaths smuggled onto the various ships, to incapacitate the Omega force stationed there. The Omega-D's were among the hardest hit, having been given special attention by Sheridan and the resistance who recognized that the Thunderbolts they carried represented the greatest threat to the attacking Whitestars.

By wars end, the vaunted Poseidon's and Omega-D's of Earthforce had contributed exactly nothing towards the defense of Clark's regime. In fact, it could be argued that the various terror missions they performed were far more effective for Sheridan than they ever were for Clark. Only a pair of old Avengers, hastily sent through a SLEP, managed to score a successful attack against the rebelling forces thus proving once again that even older ship, if well handled, can still be more deadly than more advanced ships if handled poorly.

Following the war, the Earth Alliance joined the Interstellar Alliance and opened the door to a number of Minbari supplied technological advancements. The first Earthforce application of this new technology was the installation of an advanced Minbari command and control suite to each of the Poseidon's. Along with the new Heavy Interceptor Battery, the resulting Poseidon-Gamma, introduced in Y2268, remains the core of Earthforce's strength. For how much longer is a very real question. The introduction of artificial gravity technology to Earthforce would seem to indicate that the Poseidon's time, in its current form, will be short. Already, advanced new units are appearing, including the Warlock, Cronos, Delphi and Apollo. Without little doubt, a large new carrier, complete with artificial gravity, cannot be far off in the making, continuing the roll of the large carrier in the service of the Earth Alliance.

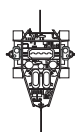
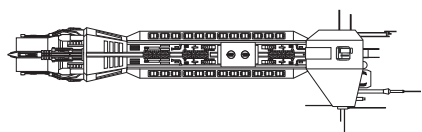
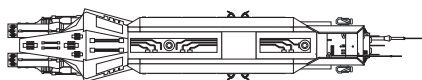
## DESIGNER NOTES

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The creation of the various one off large carriers is largely the result of Mark Graves' excellent imagination and his real world take on modern military progressions. He conjectured that the introduction of a "super" carrier would be through a gradual growth process; in a manner much the same as the United States Navy's attack carrier's growth. Constrained by pre-existing historical material and scenarios created by Agents of Gaming and other sources, Mark postulated a series of unique prototypes and one off designs, which included the Midway and the Komandorski Straits. The basic design concepts are Mark's while the SCS's and specific in game derivations were mine. Please give Mark the credit he's due when reviewing these designs. It is for that reason that I have left the names as indicated rather than come up with new "Greek" derived class names.

The Omega-D is my personal take on the missing variant. Many people have suggested a scout variant while others, like myself, have postulated a carrier. While I have selected a carrier for the Delta variant, I do believe that there could have been a limited scout variant developed to bridge the gap between the Oracle and the Delphi (though I have postulated an Oracle-Epsilon to do this as well). My choice of the carrier variant is based on two primary reasons and a couple of minor. The first is that the Earth Alliance has been, primarily, a fighter heavy race since their beginning and this fact has been repeated across several courses. Coupled with the success of the Starfury line, again documented across several sources, indicates that carriers would always have a place in the order of battle. The second is a personal opinion brought on by actual game play. To bring a Poseidon to a battle, complete with Thunderbolts, fighter missiles and a reasonable escort group requires a ridiculous number of points and creates a very large fleet. In play, I found myself forced to take either the Avenger or multiple Omega's to generate the desired fighter strength. It struck me, considering the realities of a massive space empire; the huge Poseidon was simply to big for most missions thus requiring a smaller carrier. The Avenger, first introduced in Y2168, would be to old by the Y2250's to restart production and the Earth Minbari war pretty much guaranteed there wouldn't be many left. Thus a new carrier was needed, and the obvious choice is the Omega. Couple that with a one shot statement by Garibaldi following Severed Dreads about dealing with an Earthforce Carrier Group and we have a little in show confirmation of an Omega-D Strike Carrier existence.

Finally, the Poseidon now exists in three versions rather than the original single version presented by Agents of Gaming. The reason is actually very simple, because Agents of Gaming said so, per their text entry in the Ships of the Fleet 1 book. Unfortunately Agents of Gaming forgot to update the SCS (it should be the Gamma model and have an In-Service date of Y2268). Therefore the Poseidon-Alpha (Y2247) does not have the initiative bonus system, has Mk-1 Interceptors and general reduction in capabilities. The Poseidon-Beta (Y2255) also does not have the initiative bonus system, has Mk-2 Interceptors and generally appears as the Poseidon created by Agents of Gaming with the exception of the Initiative System and the Heavy Interceptor Batteries. Neither the Alpha nor the Beta may carry Thunderbolts though I personally feel that the Beta should be able to do so and Agents of Gaming made a mistake. After all, the Omega-Alpha is released in Y2250 and it can carry Thunderbolts. There is no reason the Poseidon-Beta could not have been updated in advance. All three of the Poseidon SCS's have already been created by Mr. Punch (and an excellent job they are) at <http://www.maths.tcd.ie/~mrpunch/Babylon5/B5W/>. I'm sure that he, like myself, would love to here any feedback or opinions of our work to date whether on these specific works or any other topic.

**SPECS**

Class: Capital Ship  
In Service: 2231  
Point Value: 725  
Ramming Value: 360  
Jump Delay: 24 Turns

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	2	3	4	6	7	8	10	11	12	14	15	16

**MANEUVERING**

Turn Cost: 1 x Speed  
Turn Delay: 4/3 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

**COMBAT STATS**

Fwd/Aft Defense: 16 (13)  
Stb/Port Defense: 17 (14)  
Engine Efficiency: 4/1  
Extra Power: +0  
Initiative Bonus: +0

**WEAPON DATA****Particle Cannon**

Class: Particle  
Modes: Raking  
Damage: 2d10+15  
Range Penalty: -1 per 2 hexes  
Fire Control: +5/+4/+2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

**Med Plasma Cannon**

Class: Plasma  
Modes: Standard  
Damage: 3d10+4 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
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-I**

Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Modes: Standard  
Damage: 1d10+5  
Fire Control: -/-/+5  
Range Penalty: -2 per hex

**FORWARD HITS**

1-3: Retro Thrust  
4-6: Particle Cannon  
7-8: Med Plasma Cannon  
9-11: Interceptor  
12-18: Forward Structure  
19-20: PRIMARY Hit

**SIDE HITS**

1-4: Port/Stb Thrust  
5-6: Std Particle Beam  
7: Interceptor  
8-12: Port/Stb Hangar  
13-18: Port/Stb Structure  
19-20: PRIMARY Hit

**AFT HITS**

1-7: Main Thrust  
8-11: Interceptor  
12-18: Aft Structure  
19-20: PRIMARY Hit

**PRIMARY HITS**

1-8: Primary Structure  
9-10: Jump Engine  
11-13: Sensors  
14-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

**SPECIAL NOTES**

Unique Ship (Only 1 Exists)  
Cannot carry Thunderbolts  
Unreliable Ship:  
Weapon Misfiring (Particle Cannon and Med Plasma Only)

**SENSOR DATA****Defensive EW**

Target #1

Target #2

Target #3

Target #4

Target #5

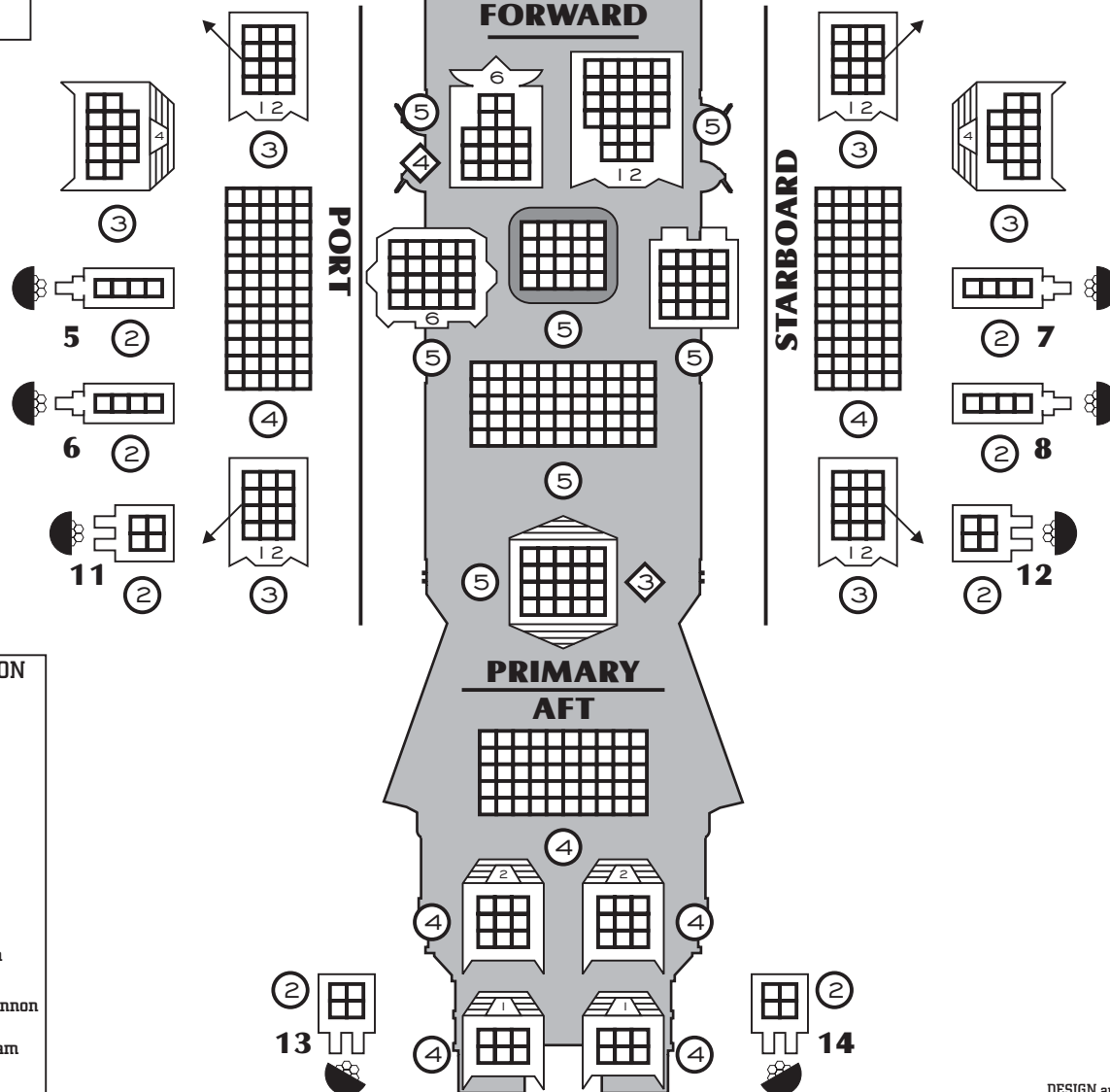
Target #6

**PRIMARY HANGAR**

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

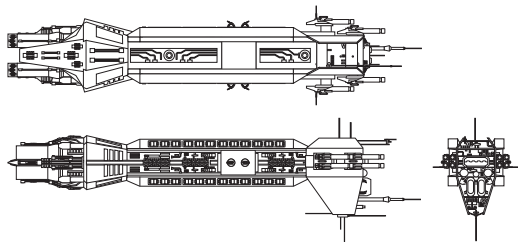
**SIDE HANGAR**

12 Fighters Each  
0 Shuttles

**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Particle Cannon
- Med Plasma Cannon
- Std Particle Beam
- Interceptor



**SPECS**

Class: Capital Ship  
In Service: 2242  
Point Value: 825  
Ramming Value: 360  
Jump Delay: 24 Turns

**MANEUVERING**

Turn Cost: 1 x Speed  
Turn Delay: 4/3 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

**COMBAT STATS**

Fwd/Aft Defense: 16 (13)  
Stb/Port Defense: 17 (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	2	3	4	6	7	8	10	11	12	14	15	16

**FORWARD HITS**

1-3: Retro Thrust  
4-7: Laser/Pulse Array  
8-10: Interceptor  
11-18: Forward Structure  
19-20: PRIMARY Hit

**SIDE HITS**

1-4: Port/Stb Thrust  
5-6: Std Particle Beam  
7: Interceptor  
8-12: Port/Stb Hangar  
13-18: Port/Stb Structure  
19-20: PRIMARY Hit

**AFT HITS**

1-7: Main Thrust  
8-11: Interceptor  
12-18: Aft Structure  
19-20: PRIMARY Hit

**PRIMARY HITS**

1-8: Primary Structure  
9-10: Jump Engine  
11-13: Sensors  
14-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

**SPECIAL NOTES**

Unique Ship (Only 1 Exists)  
Cannot carry Thunderbolts

**SENSOR DATA**

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

**PRIMARY HANGAR**

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

**SIDE HANGARS**

12 Fighters Each  
0 Shuttles

**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.

**Med Laser Cannon**

Class: Laser  
Modes: R  
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

**Med Pulse Cannon**

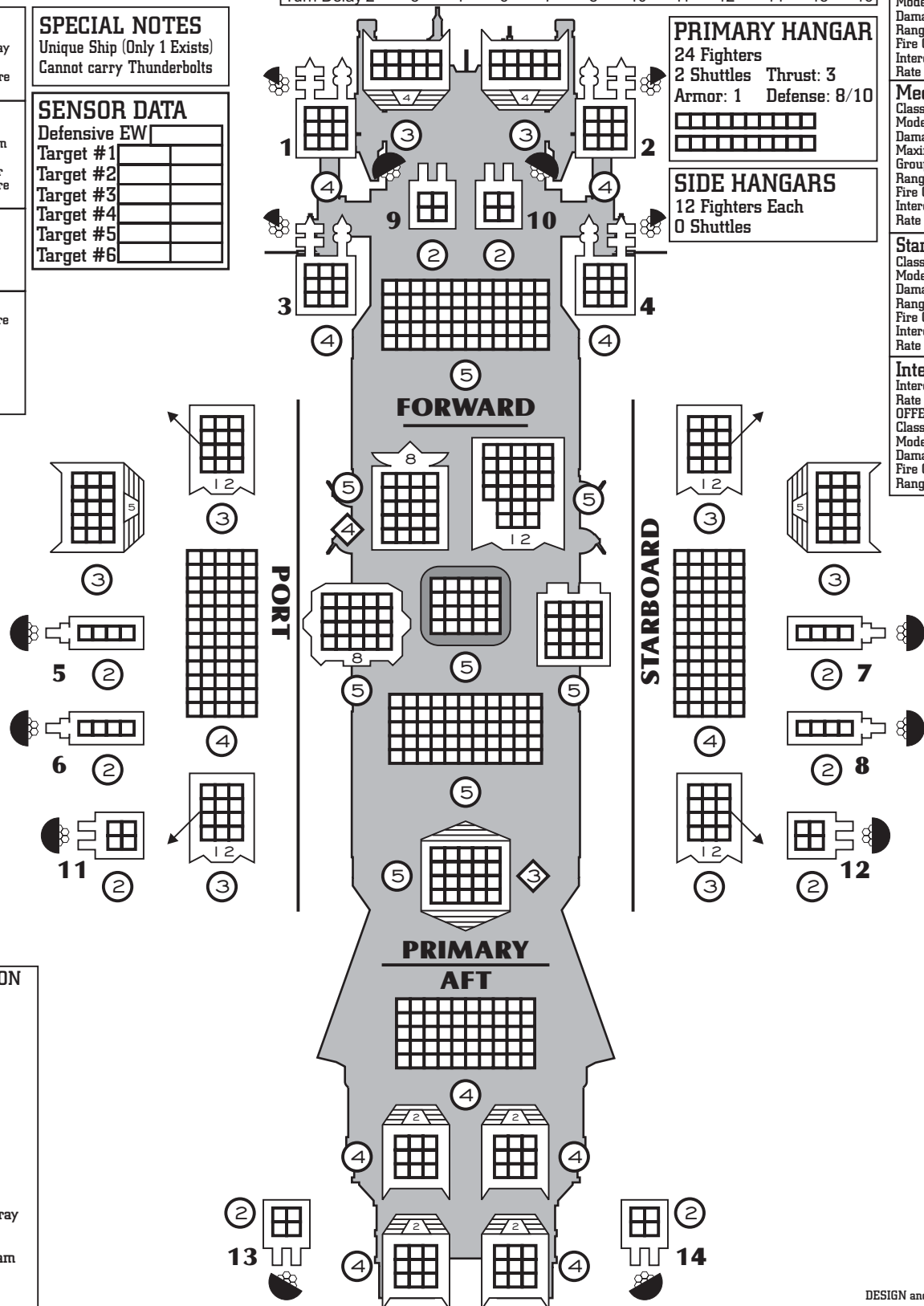
Class: Particle  
Modes: Pulse  
Damage: 10 1d5 Times  
Maximum Pulse: 6  
Grouping Range: +1 per 4  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+1  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

**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-I**

Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Modes: Standard  
Damage: 1d10+5  
Fire Control: --/+4/+5  
Range Penalty: -2 per hex

**ICON RECOGNITION**

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

# EA Komandorski Straits Heavy Carrier (Alpha Model)

## SPECS

Class: Capital Ship  
In Service: 2250  
Point Value: 650  
Ramming Value: 290  
Jump Delay: N/A

## 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: 14 (11)  
Stb/Port Defense: 17 (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

## FORWARD HITS

1-5: Retro Thrust  
6-7: Med Pulse Cannon  
8-11: Interceptor  
12-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-6: Port/Stb Thrust  
7-10: Med Pulse Cannon  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Med Pulse Cannon  
9-11: Interceptor  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Std Particle Beam  
11-12: Sensors  
13-14: Engine  
15-16: Hangar 1  
17-18: Hangar 2  
19: Reactor  
20: C & C

## SPECIAL NOTES

Unique Ship (Only 1 Exists)  
Cannot carry Thunderbolts

## SENSOR DATA

Defensive EW

Target #1

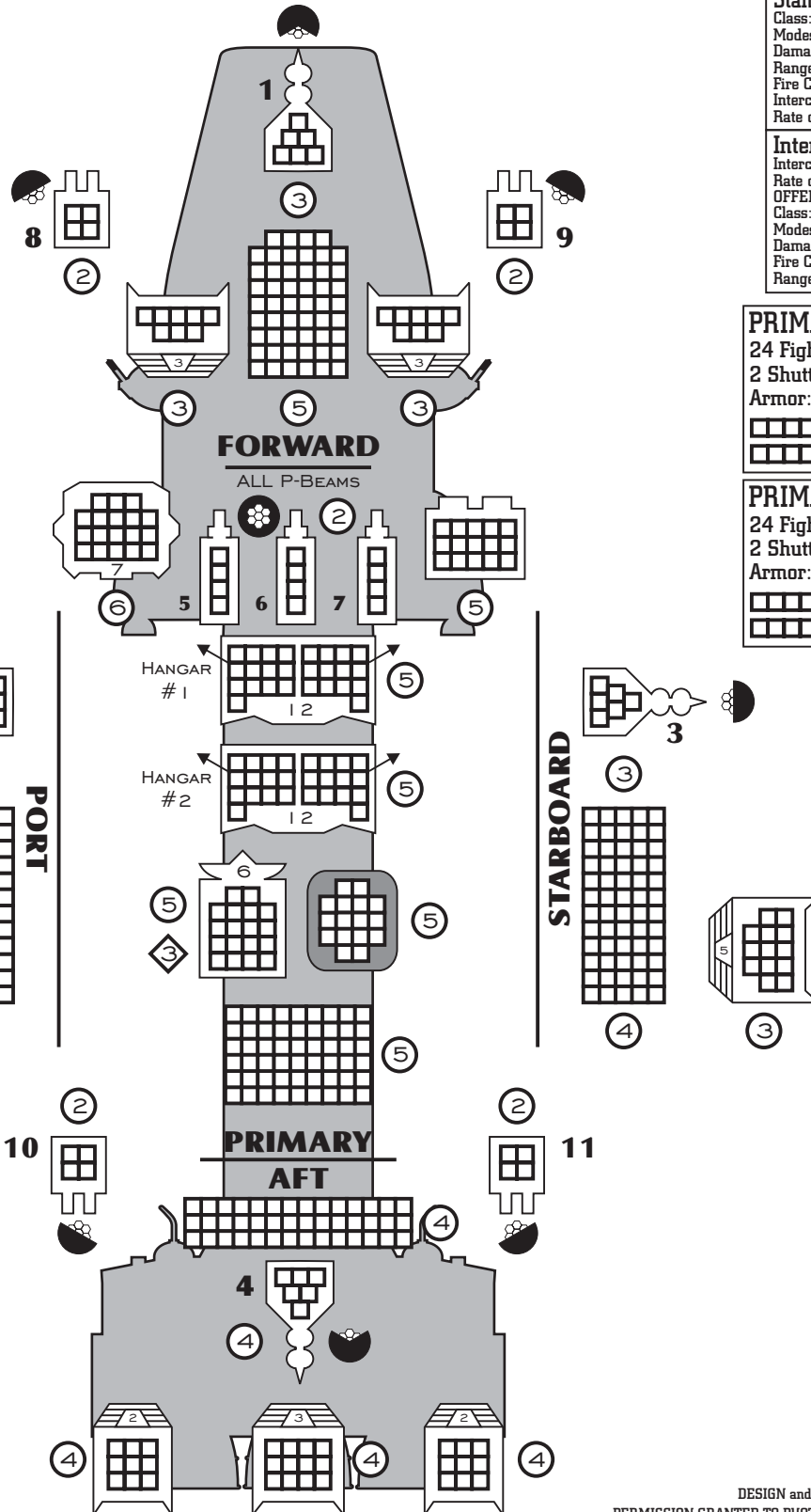
Target #2

Target #3

Target #4

Target #5

Target #6



## WEAPON DATA

### Med Pulse Cannon

Class: Particle  
Modes: Standard  
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-I

Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Modes: Standard  
Damage: 1d10+5  
Fire Control: --/+5  
Range Penalty: -2 per hex










## PRIMARY HANGAR 1

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

## PRIMARY HANGAR 2

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

## ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Med Pulse Cannon
-  Std Particle Beam
-  Interceptor

# Omega Variant (Rare)

Version 2: 2E/RLB

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



## EA Omega Strike Carrier (Delta Model)

### SPECS

Class: Capital Ship  
In Service: 2259  
Point Value: 900  
Ramming Value: 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

#### Med Pulse Cannon

Class: Particle  
Modes: Standard  
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  
Modes: Standard  
Damage: 1d10+8  
Fire Control: --/+8  
Range Penalty: -2 per hex

### FORWARD HITS

1-3: Retro Thrust  
4-7: Forward Hangar  
8-9: Med Pulse Cannon  
10-11: Interceptor  
12-18: Forward Structure  
19-20: PRIMARY Hit

### SIDE HITS

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

### AFT HITS

1-6: Main Thrust  
7-9: Med Pulse Cannon  
10-12: Interceptor  
13-18: Aft Structure  
19-20: PRIMARY Hit

### PRIMARY HITS

1-8: Primary Structure  
9-10: Jump Engine  
11-14: Sensors  
15-16: Engine  
17-18: Hangar  
19: Reactor  
20: C & C

### SENSOR DATA

Defensive EW

Target #1

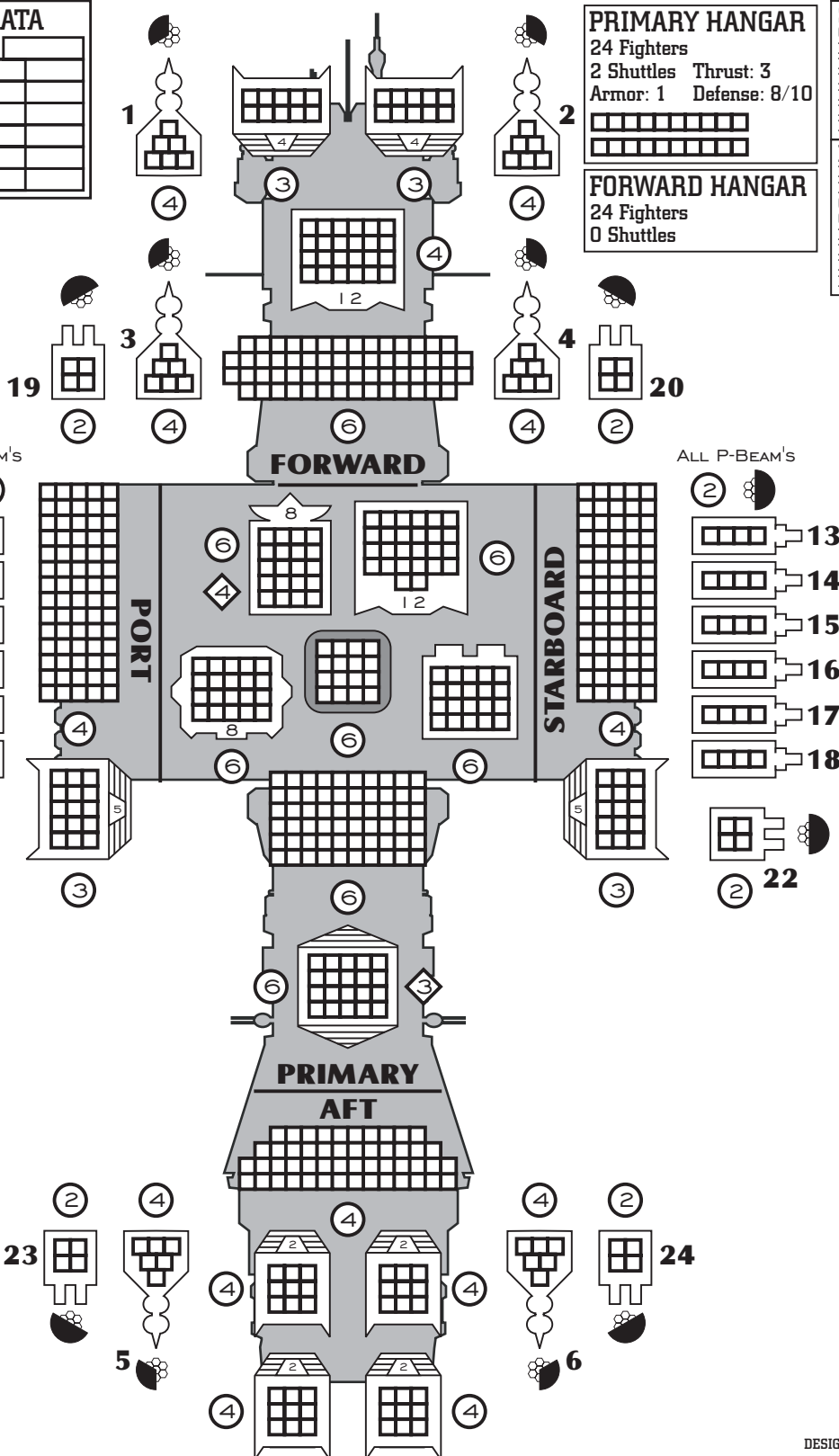
Target #2

Target #3

Target #4

Target #5

Target #6



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Med Pulse Cannon
- Interceptor