

Omega Variant (Uncommon)  
Common after 2275

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



# EA Omega Advanced Destroyer

## SPECS

Class: Capital Ship  
In Service: 2269  
Point Value: 1300  
Ramming Factor: 380  
Jump Delay: 20 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: 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

### Laser Lance

Class: Laser  
Modes: Sustained  
Damage: 6d10+40  
Range Penalty: -1 per 4 hexes  
Fire Control: +4/+3/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
*Can fire as two Heavy Lasers at the same or different targets.*

### 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

### Med. Laser Lance

Class: Laser  
Modes: Sustained  
Damage: 4d10+24  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+3/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
*Can fire as two Medium Lasers at the same or different targets.*

### Medium Laser Cannon

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

### Im. Med. Pulse Cannon

Class: Particle  
Mode: Pulse  
Damage: 10 1d5 Times  
Maximum Pulses: 7  
Grouping Range: +1 per 3  
Range Penalty: -1 per 2 hexes  
Fire Control: +5/+4/+2  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

### Gatling Interceptor

Intercept Rating: -4  
Rate of Fire: 1 per turn  
**OFFENSIVE MODE:**  
Class: Particle  
Mode: Standard  
Damage: 2d6+6  
Fire Control: +2/+4/+8  
Range Penalty: -2 per hex  
**Note:** Can switch firing modes with no delay period.

### Auto Eng. Battery

Class: Particle  
Mode: Pulse (Special)  
Damage: 1d10+8  
Range Penalty: None (max 4)  
Fire Control: -/-/+3  
Intercept Rating: -4  
Rate of Fire: 1 per turn  
*Special: Up to 6 shots at fighters/shuttles per turn*

## FORWARD HITS

1-3: Retro Thrust  
4-6: Laser Lance  
7-8: Imp. Med. Pulse Cannon  
9-10: Gatling Interceptor  
11-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-9: Gatling Interceptor  
10-12: Auto Engage Battery  
13-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Med. Laser Lance  
10-12: Auto Engage Battery  
13-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Struct  
8-9: Jump Engine  
10-13: Sensors  
14-15: Engine  
16-17: 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

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Auto Engagement Battery
- Laser Lance
- Med. Laser Lance
- Med. Pulse Cannon
- Gatling Interceptor

