

Omega Destroyer (Alpha)

Earth Alliance

1



Specs	
Class	Cap
Point value	925
Deployment	-
In service	2254

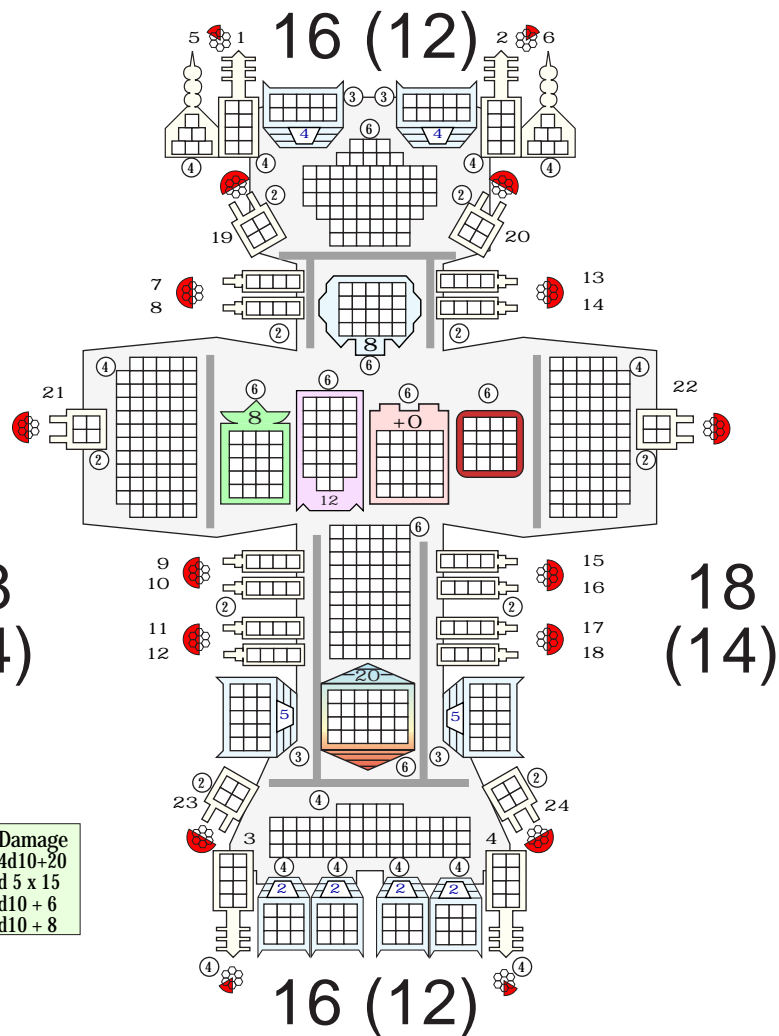
Hangar	
Launch:	12/turn
Fighters	24
Shuttles	2

Stats	
Engine Effic.	3/1
Pivot	3
Roll	2
Ramming	380

Forward hits	
1-3 : Retro thruster	
4-6 : Heavy laser	
7-8 : Heavy pulse cannon	
9-11 : Interceptor	
12-18 : Structure	
19-20 : PRIMARY hit	
Side Hits	
1-6 : Side thruster	
7-9 : Std. particle beam	
10-12 : Interceptor	
13-18 : Structure	
19-20 : PRIMARY hit	
Aft Hits	
1-6 : Main thruster	
7-9 : Heavy Laser	
10-12 : Interceptor	
13-18 : Structure	
19-20 : PRIMARY hit	
PRIMARY HITS	
1-8 : Structure	
9-10 : Jump engine	
11-14 : Sensors	
15-16 : Engine	
17-18 : Hangar	
19 : Reactor	
20 : C&C	

WEAPON	Type	Int	RoF	Mode	Range	Fire Ctrl	Damage
Heavy Laser	Laser	n/a	1/4	R,S	-1/ 3hexes	+3/+2/-4	4d10+20
Heavy Pulse	Pulse	-1	1/3	Std	-1/ 2hexes	+4/+3/-1	d 5 x 15
Standard P. Beam	Particle	-2	1	Std	-1/ hex	+4/+4/+4	d10 + 6
Interceptor Mk-II	Particle	-4	1	Std	-2/ hex	-/-/+8	d10 + 8

Speed (accn) (3)	1	2	3	4	5	6	7	8	9	10	
Turn cost	1	1	2	3	4	5	6	7	8	9	10
Turn delay	1	1	2	3	4	5	6	7	8	9	10
No. of turns	1+7	2+4	2+2	2	1+3	1+2	1+1	1	0-1	0-2	



System	Power	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
INITIATIVE	+0														
1. Heavy Laser															
2. Heavy Laser															
3. Heavy Laser															
4. Heavy Laser															
5. Heavy Pulse Cannon															
6. Heavy Pulse Cannon															
7. Std. Particle Beam															
8. Std. Particle Beam															
9. Std. Particle Beam															
10. Std. Particle Beam															
11. Std. Particle Beam															
12. Std. Particle Beam															
13. Std. Particle Beam															
14. Std. Particle Beam															
15. Std. Particle Beam															
16. Std. Particle Beam															
17. Std. Particle Beam															
18. Std. Particle Beam															
19. Interceptor															
20. Interceptor															
21. Interceptor															
22. Interceptor															
23. Interceptor															
24. Interceptor															
EW / Thrust total	8 / 8														
Defensive EW															
CCEW															
Target 1															
Target 2															
Target 3															
Target 4															
Speed															
Pivot															
Slide															