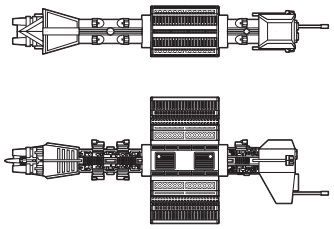
Omega Variant (Uncommon) Name: _____ Counter: _____

# EA Omega Picket Destroyer (Rho Model)





| SPECS | MANEUVERING | COMBAT STATS |
|---|---|---|
| Class: Capital Ship | Turn Cost: 1 x Speed | Fwd/Aft Defense: 16 (12) |
| In Service: 2265 | Turn Delay: 1 x Speed | Stb/Port Defense: 18 (14) |
| Point Value: 980 | Accel/Decel Cost: 3 Thrust | Engine Efficiency: 3/1 |
| Ramming Factor: 380 | Pivot Cost: 3+3 Thrust | Extra Power: 0 |
| Jump Delay: 20 Turns | Roll Cost: 2+2 Thrust | 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
1-3: Retro Thrust
4-6: Heavy Laser Cannon
7-8: Heavy Pulse Cannon
9-11: Interceptor
12-18: Forward Structure
19-20: PRIMARY Hit

## SIDE HITS
1-4: Port/Stb Thrust
5-9: Light Pulse Cannon
10-12: Interceptor
13-18: Port/Stb Structure
19-20: PRIMARY Hit

## AFT HITS
1-6: Main Thrust
7-8: Heavy Laser Cannon
9-10: Heavy Pulse Cannon
11-12: 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

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

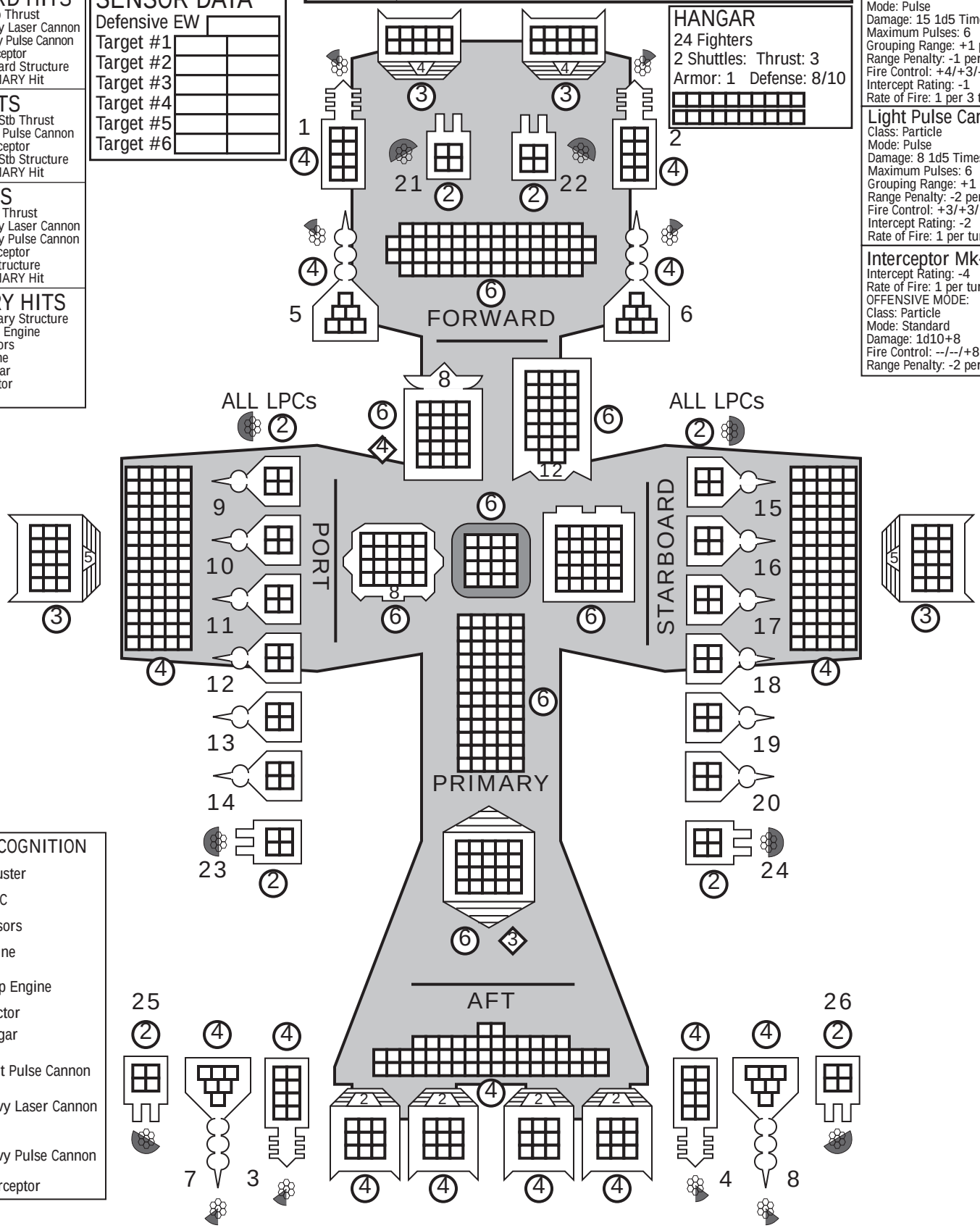
## WEAPON DATA

### 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

### Heavy Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

### Light Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+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




## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Light Pulse Cannon
Heavy Laser Cannon
Heavy Pulse Cannon
Interceptor