

Enter Starship Name										613		I.D.																																																																																																													
Omega Destroyer (Alpha)-class										<i>Mass: 330.9 Kmt</i>		<i>Crew: 1266</i>																																																																																																													
Earth Alliance Heavy/Strike Cruiser (2250)																																																																																																																									
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HQ		Ea		H		Sc		Hc		Q																																																																																																															
<table border="1"> <thead> <tr> <th colspan="2">Weapon Type</th> <th colspan="3">Range</th> <th>To-Hit</th> <th>ROF</th> <th>PEN</th> <th>DMG</th> </tr> </thead> <tbody> <tr> <td colspan="2">Heavy Laser Cannon</td> <td>1-4</td> <td>5-8</td> <td>9-12</td> <td>4+</td> <td>1</td> <td>3</td> <td>1</td> </tr> <tr> <td>Energy</td> <td>Re-Rolls To-Hit Dice</td> <td colspan="7"></td> </tr> <tr> <td>A</td> <td>B</td> <td>E</td> <td>F</td> <td colspan="5"></td> </tr> <tr> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td colspan="5"></td> </tr> <tr> <td colspan="2">Heavy Pulse Cannon</td> <td>1-3</td> <td>4-6</td> <td>7-9</td> <td>4+</td> <td>1</td> <td>1</td> <td>2</td> </tr> <tr> <td>Energy</td> <td>Increased PEN</td> <td colspan="7"></td> </tr> <tr> <td>A</td> <td>B</td> <td colspan="7"></td> </tr> <tr> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td colspan="7"></td> </tr> <tr> <td colspan="2">Standard Particle Beam</td> <td>1-1</td> <td>2-2</td> <td>3-3</td> <td>3+</td> <td>2</td> <td>1</td> <td>1</td> </tr> <tr> <td>Energy</td> <td></td> <td>ACE</td> <td>ACE</td> <td>ACE</td> <td>ACE</td> <td>BDF</td> <td>BDF</td> <td>BDF</td> </tr> <tr> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> </tbody> </table>														Weapon Type		Range			To-Hit	ROF	PEN	DMG	Heavy Laser Cannon		1-4	5-8	9-12	4+	1	3	1	Energy	Re-Rolls To-Hit Dice								A	B	E	F						<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						Heavy Pulse Cannon		1-3	4-6	7-9	4+	1	1	2	Energy	Increased PEN								A	B								<input type="checkbox"/>	<input type="checkbox"/>								Standard Particle Beam		1-1	2-2	3-3	3+	2	1	1	Energy		ACE	ACE	ACE	ACE	BDF	BDF	BDF	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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