

Earth Alliance (Crusade) - War			Name / Crew Quality																																																																																																																					
Omega Command Cruiser			Speed / Troops																																																																																																																					
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Service date	2259+		<table border="1"> <thead> <tr> <th colspan="6">Hull Damage</th> </tr> <tr> <th>5</th><th>10</th><th>5</th><th>10</th><th>5</th><th>10</th> </tr> </thead> <tbody> <tr> <td>15</td><td>20</td><td>15</td><td>20</td><td>15</td><td>20</td> </tr> <tr> <td>25</td><td>30</td><td>25</td><td>30</td><td>25</td><td>30</td> </tr> <tr> <td>35</td><td>40</td><td>35</td><td>40</td><td>35</td><td>40</td> </tr> <tr> <td>45</td><td></td><td>45</td><td></td><td>45</td><td></td> </tr> </tbody> </table>						Hull Damage						5	10	5	10	5	10	15	20	15	20	15	20	25	30	25	30	25	30	35	40	35	40	35	40	45		45		45																																																																													
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Turret																																																																																																																								
			<p>Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Command, lose Fleet Carrier, lose interceptors, 50% to lose each other special trait</p> <p>Skeleton Crew: No special orders allowed, lose Command, lose Fleet Carrier, only 1 weapon system per turn may be fired, all DC checks at -2</p>																																																																																																																					
			<table border="1"> <thead> <tr> <th colspan="4">CRITICAL HITS</th> </tr> <tr> <th>1-2</th> <th>Effect</th> <th>Dam.</th> <th>Crew</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td>ENGINE CRITICALS</td> <td>+0</td> <td>+0</td> </tr> <tr> <td>1-2</td> <td>POWER RELAYS DESTROYED</td> <td>+0</td> <td>+0</td> </tr> <tr> <td>3-4</td> <td>THRUSTERS DAMAGED</td> <td>+1</td> <td>+0</td> </tr> <tr> <td>5</td> <td>FUEL SYSTEM RUPTURED</td> <td>+2</td> <td>+1</td> </tr> <tr> <td>6</td> <td>ENGINES DISABLED</td> <td>+3</td> <td>+1</td> </tr> <tr> <td>3</td> <td>REACTOR CRITICALS</td> <td>Dam.</td> <td>Crew</td> </tr> <tr> <td>1-3</td> <td>CAPACITORS DAMAGED</td> <td>+0</td> <td>+1</td> </tr> <tr> <td>4-5</td> <td>REACTOR GAS LEAK</td> <td>+0</td> <td>+3</td> </tr> <tr> <td>6</td> <td>REACTOR EXPLOSION</td> <td>+3</td> <td>+4</td> </tr> <tr> <td>4</td> <td>WEAPON CRITICALS</td> <td>Dam.</td> <td>Crew</td> </tr> <tr> <td>1-3</td> <td>TARGETING SYSTEM DAMAGED</td> <td>+0</td> <td>+1</td> </tr> <tr> <td>4</td> <td>POWER FLUCTUATIONS</td> <td>+0</td> <td>+0</td> </tr> <tr> <td>5</td> <td>WEAPONS OFFLINE</td> <td>+2</td> <td>+2</td> </tr> <tr> <td>6</td> <td>CATASTROPHIC AMMO EXPLOSION</td> <td>+3</td> <td>+4</td> </tr> <tr> <td>5</td> <td>CREW CRITICALS</td> <td>Dam.</td> <td>Crew</td> </tr> <tr> <td>1-2</td> <td>FIRE</td> <td>+0</td> <td>+2</td> </tr> <tr> <td>3-4</td> <td>MULTIPLE FIRES</td> <td>+0</td> <td>+3</td> </tr> <tr> <td>5</td> <td>LOCALIZED DECOMPRESSION</td> <td>+1</td> <td>+3</td> </tr> <tr> <td>6</td> <td>HULL BREACH</td> <td>+2</td> <td>+4</td> </tr> <tr> <td>6</td> <td>VITAL SYSTEMS CRITICALS</td> <td>Dam.</td> <td>Crew</td> </tr> <tr> <td>1</td> <td>BRIDGE HIT</td> <td>+0</td> <td>+1</td> </tr> <tr> <td>2</td> <td>ENGINEERING</td> <td>+4</td> <td>+3</td> </tr> <tr> <td>3</td> <td>WEAPONS CONTROL</td> <td>+4</td> <td>+4</td> </tr> <tr> <td>4</td> <td>SECONDARY EXPLOSIONS</td> <td>+106</td> <td>+106</td> </tr> <tr> <td>5</td> <td>REACTOR IMPLOSION</td> <td>+206</td> <td>+406</td> </tr> <tr> <td>6</td> <td>CATASTROPHIC EXPLOSION</td> <td>406</td> <td>+206</td> </tr> </tbody> </table>						CRITICAL HITS				1-2	Effect	Dam.	Crew	1-2	ENGINE CRITICALS	+0	+0	1-2	POWER RELAYS DESTROYED	+0	+0	3-4	THRUSTERS DAMAGED	+1	+0	5	FUEL SYSTEM RUPTURED	+2	+1	6	ENGINES DISABLED	+3	+1	3	REACTOR CRITICALS	Dam.	Crew	1-3	CAPACITORS DAMAGED	+0	+1	4-5	REACTOR GAS LEAK	+0	+3	6	REACTOR EXPLOSION	+3	+4	4	WEAPON CRITICALS	Dam.	Crew	1-3	TARGETING SYSTEM DAMAGED	+0	+1	4	POWER FLUCTUATIONS	+0	+0	5	WEAPONS OFFLINE	+2	+2	6	CATASTROPHIC AMMO EXPLOSION	+3	+4	5	CREW CRITICALS	Dam.	Crew	1-2	FIRE	+0	+2	3-4	MULTIPLE FIRES	+0	+3	5	LOCALIZED DECOMPRESSION	+1	+3	6	HULL BREACH	+2	+4	6	VITAL SYSTEMS CRITICALS	Dam.	Crew	1	BRIDGE HIT	+0	+1	2	ENGINEERING	+4	+3	3	WEAPONS CONTROL	+4	+4	4	SECONDARY EXPLOSIONS	+106	+106	5	REACTOR IMPLOSION	+206	+406	6	CATASTROPHIC EXPLOSION	406	+206
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