

Earth Alliance (Third Age) - War				Name / Crew Quality													
Omega Command Destroyer				Speed / Troops													
				7			8			7			8			7	
Service date 2259+				Hull Damage													
Hull 6				5 10 15 20 25 30 35 40 45 50 55 60													
Turns 1/45°				5 10 15 20 25 30 35 40 45 50 55 60													
Craft Starfury Flight (6)				5 10 15 20 25 30 35 40 45 50 55 60													
Special Command +2				5 10 15 20 25 30 35 40 45 50 55 60													
Interceptors 5				5 10 15 20 25 30 35 40 45 50 55 60													
Jump Engine				5 10 15 20 25 30 35 40 45 50 55 60													
WEAPON NAME RANGE AD SPECIAL																	
Boresight																	
Heavy Laser Cannon 30 8 B/DD/SAP																	
Forward				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													
Heavy Pulse Cannon 12 14 TL				Crew Casualties													
Port				5 10 15 20 25 30 35 40 45 50 55 60													
Medium Pulse Cannon 10 10 TL				5 10 15 20 25 30 35 40 45 50 55 60													
Particle Beams 5 6 AF				5 10 15 20 25 30 35 40 45 50 55 60													
Starboard				5 10 15 20 25 30 35 40 45 50 55 60													
Medium Pulse Cannon 10 10 TL				5 10 15 20 25 30 35 40 45 50 55 60													
Particle Beams 5 6 AF				5 10 15 20 25 30 35 40 45 50 55 60													
Aft																	
Heavy Pulse Cannon 12 8 TL																	
Boresight (Aft)				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													
Heavy Laser Cannon 30 6 B/DD/SAP																	
Turret																	
				CRITICAL HITS													
1-2 ENGINE CRITICALS				Dam. Crew		Effect											
1-2 POWER RELAYS DESTROYED				+0 +0		-1 SPEED											
3-4 THRUSTERS DAMAGED				+1 +0		-2 SPEED											
5 FUEL SYSTEM RUPTURED				+2 +1		-4 SPEED											
6 ENGINES DISABLED				+3 +1		0 SPEED, NO SPECIAL ACTIONS											
3 REACTOR CRITICALS				Dam. Crew		Effect											
1-3 CAPACITORS DAMAGED				+0 +1		-2 SPEED											
4-5 REACTOR GAS LEAK				+0 +3		NO SPECIAL ACTIONS											
6 REACTOR EXPLOSION				+3 +4		0 SPEED, NO SPECIAL ACTIONS											
4 WEAPON CRITICALS				Dam. Crew		Effect											
1-3 TARGETING SYSTEM DAMAGED				+0 +1		ALL WEAPONS LOSE 1AD											
4 POWER FLUCTUATIONS				+0 +0		ALL WEAPONS NEED 4+ TO FIRE											
5 WEAPONS OFFLINE				+2 +2		NO FIRING 1 RANDOM ARC											
6 CATASTROPHIC AMMO EXPLOSION				+3 +4		NO WEAPONS MAY FIRE											
5 CREW CRITICALS				Dam. Crew		Effect											
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		Effect											
1 BRIDGE HIT				+0 +1		NO SPECIAL ACTIONS											
2 ENGINEERING				+4 +3		NO DAMAGE CONTROL											
3 WEAPONS CONTROL				+4 +4		NO FIRING 1 RANDOM ARC											
4 SECONDARY EXPLOSIONS				+106 +106		-											
5 REACTOR IMPLOSION				+206 +406		-											
6 CATASTROPHIC EXPLOSION				406 +206		-											
				VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL													