

Earth Alliance (Third Age) - Battle		Name / Crew Quality																							
Omega Pulse Cruiser		Speed / Troops																							
		7			4			7			4														
		Hull Damage																							
		5	10	15	20	25	30	35	40	45	50	55	60	5	10	15	20	25	30	35	40	45	50	55	60
		15	20	25	30	35	40	45	50	55	60	65	70	15	20	25	30	35	40	45	50	55	60	65	70
		25	30	35	40	45	50	55	60	65	70	75	80	25	30	35	40	45	50	55	60	65	70	75	80
		35	40	45	50	55	60	65	70	75	80	85	90	35	40	45	50	55	60	65	70	75	80	85	90
		45	50	55	60	65	70	75	80	85	90	95	100	45	50	55	60	65	70	75	80	85	90	95	100
Service date	2255+																								
Hull	6																								
Turns	1/45°																								
Craft	Starfury Flight (4)																								
Special	Interceptors 3 Jump Point																								
WEAPON NAME		RANGE AD		SPECIAL																					
Boresight																									
Forward																									
Heavy Pulse Cannon	12	16	TL	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																					
Port																									
Medium Pulse Cannon	10	8	TL	Crew Casualties																					
Particle Beams	5	4	AF																						
Starboard																									
Medium Pulse Cannon	10	8	TL																						
Particle Beams	5	4	AF																						
Aft																									
Medium Pulse Cannon	10	12	TL	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																					
Boresight (Aft)																									
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																									