

Earth Alliance (Third Age) - Battle		Name / Crew Quality																	
Omega Destroyer		Speed / Troops																	
		7			4			7			4								
Service date 2250+		Hull Damage																	
Hull 6		5			10			5			10								
Turns 1/45°		15			20			15			20								
Craft Starfury Flight (4)		25			30			25			30								
Special Interceptors 3 Jump Point		35			40			35			40								
		45			50			45			50								
WEAPON NAME		RANGE AD			SPECIAL														
Boresight																			
Heavy Laser Cannon		30 4			B/DD/SAP														
Forward																			
Heavy Pulse Cannon		12 10			TL														
Port																			
Medium Pulse Cannon		10 6			TL														
Particle Beams		5 4			AF														
Starboard																			
Medium Pulse Cannon		10 6			TL														
Particle Beams		5 4			AF														
Aft																			
Medium Pulse Cannon		10 4			TL														
Boresight (Aft)																			
Heavy Laser Cannon		30 2			B/DD/SAP														
Turret																			
		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																	
		Crew Casualties																	
		5			10			5			10								
		15			20			15			20								
		25			30			25			30								
		35			40			35			40								
		45			50			45			50								
		55			60			55			60								
		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																	
		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																	