

Earth Alliance (Third Age) - Armageddon		Name / Crew Quality									
Shadow Omega Advanced Destroyer		Speed / Troops									
		8	3	8	3	8	3				
Service date 2261 only Hull 6 Turns 1/45° Craft Thunderbolt Flight (4) Special Advanced Jump Point Flight Computer Interceptors 6 Self-Repair 2d6		Hull Damage									
		75 / 12		75 / 12		75 / 12					
WEAPON NAME		RANGEAD		SPECIAL		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					
Boresight		40		6 B/SAP/TD		Crew Casualties					
Molecular Slicer Beam		12		12 AP/DD		5 10 15 20 25 30 35 40 45 50 55 60 65					
Forward		12		12 AP/DD		5 10 15 20 25 30 35 40 45 50 55 60 65					
Heavy Phasing Pulse Cannon		10		10AP/MB/TL		5 10 15 20 25 30 35 40 45 50 55 60 65					
Port		10		10AP/MB/TL		5 10 15 20 25 30 35 40 45 50 55 60 65					
Light Multi-Phased Cutter		10		10AP/MB/TL		5 10 15 20 25 30 35 40 45 50 55 60 65					
Starboard		10		10AP/MB/TL		5 10 15 20 25 30 35 40 45 50 55 60 65					
Light Multi-Phased Cutter		10		10AP/MB/TL		5 10 15 20 25 30 35 40 45 50 55 60 65					
Aft		12		8 AP/DD		5 10 15 20 25 30 35 40 45 50 55 60 65					
Heavy Phasing Pulse Cannon		12		8 AP/DD		5 10 15 20 25 30 35 40 45 50 55 60 65					
Boresight (Aft)		12		8 AP/DD		5 10 15 20 25 30 35 40 45 50 55 60 65					
Turret		12		8 AP/DD		5 10 15 20 25 30 35 40 45 50 55 60 65					
						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					