Interstellar Alliance - Armageddon

Victory Destroyer

Service date	2266+
Hull	6
Turns	1/45°
Craft	Starfury Flight (3)
	Thunderbolt Flight (3)
Special	Adaptive Armour
	Advanced Jump Point
	Afterburner
	Carrier 2
	Command +1
	Flight Computer
	Interceptors 6

WEAPON NAME	RANGE	AD	SPECIAL
Boresight			
Lightning Cannon*	20	10	B/P/SAP/TD
Forward			
Neutron Laser	30	6	B/DD/P/SAP
Port			
Starboard			
Aft			
Neutron Laser	30	4	B/DD/P/SAP
Boresight (Aft)			
Turret			
Heavy Pulse Cannon	12	20	TL
Fusion Cannon	18	10	AP/MB

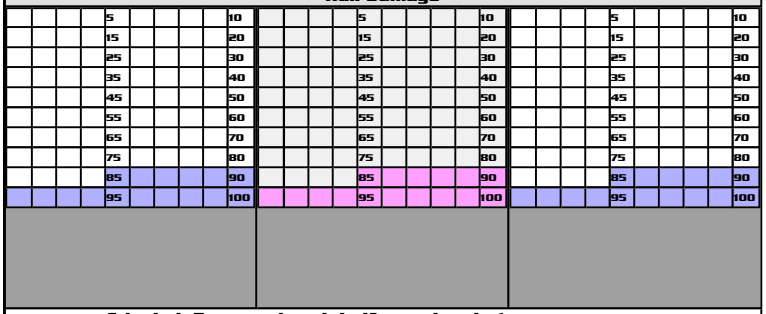
*** If the Lightning Cannon is fired, the Victory may not fire any other weapons and will be moved forward 4" next turn. However, it then cannot do *anything* else (except take damage) until after the End Phase of the next turn.**

Name / Crew Quality

Speed / Troops

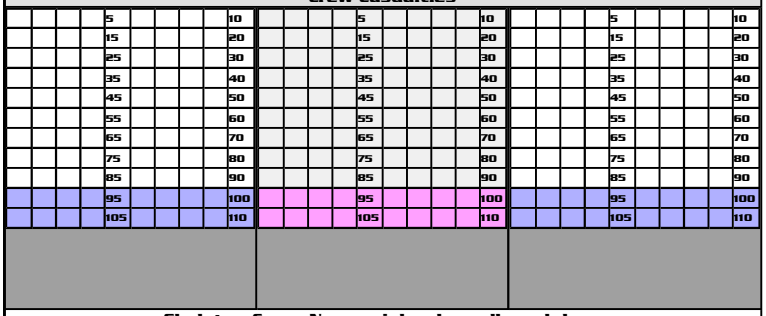
10	6	10	6	10	6

Hull Damage



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



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	+1D6	+1D6	-
5	REACTOR IMPLOSION	+2D6	+4D6	-
6	CATASTROPHIC EXPLOSION	4D6	+2D6	-

VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL

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