

Earth Alliance (Crusade) - War			Name / Crew Quality																	
Omega Command Destroyer			Speed / Troops																	
			7				8				7				8					
			Hull Damage																	
			5			10			5			10			5			10		
			15			20			15			20			15			20		
			25			30			25			30			25			30		
			35			40			35			40			35			40		
			45			50			45			50			45			50		
			55			60			55			60			55			60		
			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																	
WEAPON NAME			RANGE AD			SPECIAL			Crew Casualties											
			5			10			5			10			5			10		
			15			20			15			20			15			20		
			25			30			25			30			25			30		
			35			40			35			40			35			40		
			45			50			45			50			45			50		
			55			60			55			60			55			60		
			65			70			65			70			65			70		
			75			80			75			80			75			80		
			85						85						85					
			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																	