

Earth Alliance (Crusade) - Armageddon		Name / Crew Quality					
Nemesis Advanced Destroyer		Speed / Troops					
		9	3	9	3	9	3
		Hull Damage					
		95 / 18		95 / 18		95 / 18	
Service date 2268+ Hull 6 Turns 1/45° Craft Thunderbolt Flight (4) Special Advanced Jump Point Flight Computer Interceptors 6 Self-Repair 1d6		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		RANGEAD		SPECIAL			
Boresight							
Molecular Slicer Beam		40	6	B/SAP/TD			
Forward							
Heavy Phasing Pulse Cannon		12	10	AP/DD			
Missile Rack		30	6	P/SL**/SAP			
Port							
Light Multi-Phased Cutter		10	8	AP/MB/TL			
Starboard							
Light Multi-Phased Cutter		10	8	AP/MB/TL			
Aft							
Light Multi-Phased Cutter		10	8	AP/MB/TL			
Boresight (Aft)							
Turret							
*The Nemesis gains a +1 bonus to all attempts to break through a target's Stealth. **This weapon ignores the Slow-Loading trait unless the Nemesis is Crippled.							
		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					