

Earth Alliance (Crusade) - 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																			