

Earth Alliance (Crusade) - Armageddon				Name / Crew Quality																			
Warlock Advanced Destroyer				Speed / Troops																			
				8			8			8			8			8							
				Hull Damage																			
Service date 2261+				5			10			5			10			5			10				
Hull 6				15			20			15			20			15			20				
Turns 1/45°				25			30			25			30			25			30				
Craft Starfury Flight (4)				35			40			35			40			35			40				
Special Advanced Jump Point				45			50			45			50			45			50				
Command +2				55			60			55			60			55			60				
Flight Computer				65			70			65			70			65			70				
Interceptors 6				75			80			75			80			75			80				
				85			90			85			90			85			90				
				95			95			95			95			95			95				
WEAPON NAME				RANGE AD				SPECIAL															
Boresight																							
Heavy Particle Cannon 35 6 B/SAP/TO				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																			
Forward				Crew Casualties																			
Railguns 20 8 AP/DD				5			10			5			10			5			10				
Laser/Pulse Array 15 10 TL				15			20			15			20			15			20				
Missile Rack 30 6 P/SI/SAP				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			90			85			90			85			90				
				95			95			95			95			95			95				
Port																							
Laser/Pulse Array 15 10 TL																							
Starboard																							
Laser/Pulse Array 15 10 TL																							
Aft																							
Railguns 20 4 AP/DD				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																			
Laser/Pulse Array 15 10 TL				CRITICAL HITS																			
Boresight (Aft)																							
Turret																							
Particle Beams 6 6 AF				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																			