

Earth Alliance (Third Age) - War				Name / Crew Quality											
Omega Command Cruiser				Speed / Troops											
				7			6			7			6		
Service date	2259+			Hull Damage											
	Hull	6			5			10			5			10	
Turns	1/45°			15			20			15			20		
Craft	Starfury Flight (4)			25			30			25			30		
Special	Command +2 Interceptors 4 Jump Point			35			40			35			40		
				45						45					
WEAPON NAME				RANGE AD			SPECIAL								
<b>Boresight</b>															
Heavy Laser Cannon	30 6 B/DD/SAP			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											
<b>Forward</b>				Crew Casualties											
Heavy Pulse Cannon	12 12 TL			5			10			5			10		
<b>Port</b>				15			20			15			20		
Medium Pulse Cannon	10 6 TL			25			30			25			30		
Particle Beams	5 6 AF			35			40			35			40		
<b>Starboard</b>				45			50			45			50		
Medium Pulse Cannon	10 6 TL			55			60			55			60		
Particle Beams	5 6 AF			65						65					
<b>Aft</b>				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											
Heavy Pulse Cannon	12 6 TL														
<b>Boresight (Aft)</b>															
Heavy Laser Cannon	30 4 B/DD/SAP														
<b>Turret</b>															
				<b>CRITICAL HITS</b>											
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		-									
				<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>											