

Earth Alliance (Third Age) - Battle		Name / Crew Quality																							
Omega Pulse Cruiser		Speed / Troops																							
		7			4			7			4														
		Hull Damage																							
		5	10	15	20	25	30	35	40	45	50	55	60	5	10	15	20	25	30	35	40	45	50	55	60
		15	20	25	30	35	40	45	50	55	60	65	70	15	20	25	30	35	40	45	50	55	60	65	70
		25	30	35	40	45	50	55	60	65	70	75	80	25	30	35	40	45	50	55	60	65	70	75	80
		35	40	45	50	55	60	65	70	75	80	85	90	35	40	45	50	55	60	65	70	75	80	85	90
		45	50	55	60	65	70	75	80	85	90	95	100	45	50	55	60	65	70	75	80	85	90	95	100
Service date	2255+																								
Hull	6																								
Turns	1/45°																								
Craft	Starfury Flight (4)																								
Special	Interceptors 3 Jump Point																								
WEAPON NAME		RANGE AD		SPECIAL																					
Boresight																									
Forward																									
Heavy Pulse Cannon	12	16	TL	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																					
Port																									
Medium Pulse Cannon	10	8	TL	Crew Casualties																					
Particle Beams	5	4	AF	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100		
Starboard																									
Medium Pulse Cannon	10	8	TL	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110		
Particle Beams	5	4	AF	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120		
Aft																									
Medium Pulse Cannon	10	12	TL	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130		
Boresight (Aft)																									
Turret																									
		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																									