

Earth Alliance (Third Age) - Armageddon		Name / Crew Quality															
Shadow Omega Advanced Destroyer		Speed / Troops															
		8	3	8	3	8	3										
Service date 2261 only Hull 6 Turns 1/45° Craft Thunderbolt Flight (4) Special Advanced Jump Point Flight Computer Interceptors 6 Self-Repair 2d6		Hull Damage															
		75 / 12		75 / 12		75 / 12											
WEAPON NAME		RANGE	AD	SPECIAL	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												
Boresight					Crew Casualties												
Molecular Slicer Beam		40	6	B/SAP/TD	5	10	15	20	25	30	35	40	45	50	55	60	65
Forward																	
Heavy Phasing Pulse Cannon		12	12	AP/DD													
Port																	
Light Multi-Phased Cutter		10	10	AP/MB/TL													
Starboard																	
Light Multi-Phased Cutter		10	10	AP/MB/TL													
Aft																	
Heavy Phasing Pulse Cannon		12	8	AP/DD													
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												