

Interstellar Alliance - Armageddon				Name / Crew Quality											
Victory Destroyer				Speed / Troops											
				10		6		10		6		10		6	
				Hull Damage											
				5	10	5	10	5	10	5	10	5	10	5	10
				15	20	15	20	15	20	15	20	15	20	15	20
				25	30	25	30	25	30	25	30	25	30	25	30
				35	40	35	40	35	40	35	40	35	40	35	40
				45	50	45	50	45	50	45	50	45	50	45	50
				55	60	55	60	55	60	55	60	55	60	55	60
				65	70	65	70	65	70	65	70	65	70	65	70
				75	80	75	80	75	80	75	80	75	80	75	80
				85	90	85	90	85	90	85	90	85	90	85	90
				95	100	95	100	95	100	95	100	95	100	95	100
				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											
WEAPON NAME RANGE AD SPECIAL				Crew Casualties											
				5	10	5	10	5	10	5	10	5	10	5	10
				15	20	15	20	15	20	15	20	15	20	15	20
				25	30	25	30	25	30	25	30	25	30	25	30
				35	40	35	40	35	40	35	40	35	40	35	40
				45	50	45	50	45	50	45	50	45	50	45	50
				55	60	55	60	55	60	55	60	55	60	55	60
				65	70	65	70	65	70	65	70	65	70	65	70
				75	80	75	80	75	80	75	80	75	80	75	80
				85	90	85	90	85	90	85	90	85	90	85	90
				95	100	95	100	95	100	95	100	95	100	95	100
				105	110	105	110	105	110	105	110	105	110	105	110
				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											
Service date 2266+															
Hull 6															
Turns 1/45°															
Craft Starfury Flight (3)															
Thunderbolt Flight (3)															
Special Adaptive Armour															
Advanced Jump Point															
Afterburner															
Carrier 2															
Command +1															
Flight Computer															
Interceptors 6															
Boresight															
Lightning Cannon* 20 10 B/P/SAP/TD															
Forward															
Neutron Laser 30 6 B/DD/P/SAP															
Port															
Starboard															
Aft															
Neutron Laser 30 4 B/DD/P/SAP															
Boresight (Aft)															
Turret															
Heavy Pulse Cannon 12 20 TL															
Fusion Cannon 18 10 AP/MB															
* If the Lightning Cannon is fired, the Victory may not fire any other weapons and will be moved forward 4" next turn. However, it then cannot do <i>anything</i> else (except take damage) until after the End Phase of the next turn.															