

<b>Earth Alliance (Crusade) - Raid</b>				Name / Crew Quality																	
<b>Delphi Advanced Scout</b>				Speed / Troops																	
				12			0			12			0			12			0		
				Hull Damage																	
				5			10			5			10			5			10		
				15			20			15			20			15			20		
<b>Service date</b>	2268+																				
<b>Hull</b>	5																				
<b>Turns</b>	2/45°																				
<b>Craft</b>	Starfury Flight (1)																				
<b>Special</b>	Interceptors 2 Jump Point Scout* Stealth 5+																				
WEAPON NAME				RANGE				AD				SPECIAL									
<b>Boresight</b>																					
Medium Laser Cannon	15	2	B/SAP																		
<b>Forward</b>																					
Medium Pulse Cannon	10	4																			
<b>Port</b>																					
Particle Beams	5	6	AFW																		
<b>Starboard</b>																					
Particle Beams	5	6	AFW																		
<b>Aft</b>																					
Medium Pulse Cannon	10	4																			
<b>Boresight (Aft)</b>																					
<b>Turret</b>																					
*The Delphi has no range limit on the use of its scout trait, instead of the usual 24" range.				<p><b>Crippled:</b> 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</p> <p><b>Crew Casualties</b></p> <p><b>Skeleton Crew:</b> No special orders allowed, lose Command, lose Fleet Carrier, only 1 weapon system per turn may be fired, all DC checks at -2</p>																	
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																					