

Earth Alliance (Crusade) - Raid				Name / Crew Quality															
Explorer Survey Ship				Speed / Troops															
				4				10				4				10			
Service date 2225+				Hull Damage															
Hull 4																			
Turns 1/45°																			
Craft Starfury Flight (6)																			
Special Command +1																			
Interceptors 3																			
Jump Point																			
WEAPON NAME				RANGE				AD				SPECIAL							
Boresight																			
				Forward															
Heavy Pulse Cannon 12 6 DD/TL																			
				Particle Beams 5 6 AF/TLW															
Port																			
				Particle Beams 5 6 AF/TLW															
Starboard																			
				Particle Beams 5 6 AF/TLW															
Aft																			
				Particle Beams 5 6 AF/TLW															
Boresight (Aft)																			
				Turret															
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																			
Crew Casualties																			
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																			