

Earth Alliance (Early Years) - Raid		Name / Crew Quality											
Avenger Heavy Carrier		Speed / Troops											
		7			6			7			6		
		Hull Damage											
		5			10			5			10		
		15			20			15			20		
		25			30			25			30		
		35			40			35			40		
		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											
		5			10			5			10		
		15			20			15			20		
		25			30			25			30		
		35			40			35			40		
		45			50			45			50		
		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	2240-2247												
Hull	5												
Turns	1/45°												
Craft	Starfury Flight (8)												
Special	Carrier 4 Command +1 Interceptors 1 Jump Point Shuttles 2												
WEAPON NAME		RANGE AD SPECIAL											
Boresight													
Forward													
Medium Pulse Cannon	8 6 AP												
Light Pulse Cannon	8 4												
Port													
Light Pulse Cannon	8 4												
Starboard													
Light Pulse Cannon	8 4												
Aft													
Light Pulse Cannon	8 4												
Boresight (Aft)													
Turret													