

Earth Alliance (Early Years) - Raid				Name / Crew Quality																	
Nova Dreadnought				Speed / Troops																	
				6		2		6		2		6		2							
				Hull Damage																	
				5		10		5		10		5		10							
				15		20		15		20		15		20							
				25		30		25		30		25		30							
				35		40		35		40		35		40							
				45		50		45		50		45		50							
Service date	2220+			<p>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</p>																	
Hull	5																				
Turns	1/45°																				
Craft	Starfury Flight (4)																				
Special	Interceptors 2 Jump Point			<p>Crew Casualties</p>																	
WEAPON NAME				RANGE		AD		SPECIAL													
Boresight																					
Forward																					
Laser/Pulse Arrays	12	8	TL	<p>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</p>																	
Port																					
Laser/Pulse Arrays	12	12	TL																		
Starboard																					
Laser/Pulse Arrays	12	12	TL																		
Aft																					
Laser/Pulse Arrays	12	8	TL																		
Boresight (Aft)																					
Turret																					
<p>Laser/Pulse Arrays: These weapons may instead be fired with half the Attack Dice and at a maximum Range of 8". They gain the AP and Beam traits, but lose Twin-Linked.</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																					