

Earth Alliance (Early Years) - Battle				Name / Crew Quality																																																																																																											
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Service date 2241+				Hull Damage																																																																																																											
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Turns 1/45°				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																																																																																																											
Craft Starfury Flight (2)				Crew Casualties																																																																																																											
Special Interceptors 1				<table border="1"> <tr><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td></tr> <tr><td></td><td></td><td></td><td>15</td><td></td><td></td><td></td><td>20</td><td></td><td></td><td></td><td>15</td><td></td><td></td><td></td><td>20</td></tr> <tr><td></td><td></td><td></td><td>25</td><td></td><td></td><td></td><td>30</td><td></td><td></td><td></td><td>25</td><td></td><td></td><td></td><td>30</td></tr> <tr><td></td><td></td><td></td><td>35</td><td></td><td></td><td></td><td>40</td><td></td><td></td><td></td><td>35</td><td></td><td></td><td></td><td>40</td></tr> <tr><td></td><td></td><td></td><td>45</td><td></td><td></td><td></td><td>50</td><td></td><td></td><td></td><td>45</td><td></td><td></td><td></td><td>50</td></tr> <tr><td></td><td></td><td></td><td>55</td><td></td><td></td><td></td><td>60</td><td></td><td></td><td></td><td>55</td><td></td><td></td><td></td><td>60</td></tr> </table>															5				10				5				10				15				20				15				20				25				30				25				30				35				40				35				40				45				50				45				50				55				60				55				60
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WEAPON NAME RANGE AD SPECIAL				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																																																																																																											
Boresight				CRITICAL HITS																																																																																																											
Heavy Laser Cannon 25 3 B/DD/SAP				1-2 ENGINE CRITICALS Dam. Crew Effect																																																																																																											
Medium Laser Cannon 15 3 B/SAP				1-2 POWER RELAYS DESTROYED +0 +0 -1 SPEED																																																																																																											
Forward				3-4 THRUSTERS DAMAGED +1 +0 -2 SPEED																																																																																																											
Railguns 12 4 AP/DD				5 FUEL SYSTEM RUPTURED +2 +1 -4 SPEED																																																																																																											
Port				6 ENGINES DISABLED +3 +1 0 SPEED, NO SPECIAL ACTIONS																																																																																																											
Medium Pulse Cannon 10 10 TL				3 REACTOR CRITICALS Dam. Crew Effect																																																																																																											
Starboard				1-3 CAPACITORS DAMAGED +0 +1 -2 SPEED																																																																																																											
Medium Pulse Cannon 10 10 TL				4-5 REACTOR GAS LEAK +0 +3 NO SPECIAL ACTIONS																																																																																																											
Aft				6 REACTOR EXPLOSION +3 +4 0 SPEED, NO SPECIAL ACTIONS																																																																																																											
Boresight (Aft)				4 WEAPON CRITICALS Dam. Crew Effect																																																																																																											
Medium Pulse Cannon 15 3 B/SAP				1-3 TARGETING SYSTEM DAMAGED +0 +1 ALL WEAPONS LOSE 1AD																																																																																																											
Turret				4 POWER FLUCTUATIONS +0 +0 ALL WEAPONS NEED 4+ TO FIRE																																																																																																											
Particle Beams 5 6 AF/W				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 -																																																																																																											
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				1 BRIDGE HIT +0 +1 NO SPECIAL ACTIONS																																																																																																											
				2 ENGINEERING +4 +3 NO DAMAGE CONTROL																																																																																																											
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				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																																																																																																											