

Earth Alliance (Third Age) - Battle				Name / Crew Quality											
Avenger Heavy Carrier				Speed / Troops											
				7			6			7			6		
Service date	2248-2261			Hull Damage											
Hull	5			5			10			5			10		
Turns	1/45°			15			20			15			20		
Craft	Starfury Flight (8)			25			30			25			30		
Special	Carrier 4 Command +1 Fleet Carrier Interceptors 2 Jump Point Shuttles 2			35			40			35			40		
WEAPON NAME				RANGE				AD				SPECIAL			
Boresight				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											
Forward				Crew Casualties											
Medium Pulse Cannon	8	8	AP	5			10			5			10		
Light Pulse Cannon	8	6		15			20			15			20		
				25			30			25			30		
				35			40			35			40		
				45			50			45			50		
Port				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											
Light Pulse Cannon	8	4		CRITICAL HITS											
Starboard				1-2	ENGINE CRITICALS	Dam.	Crew	Effect							
Light Pulse Cannon	8	4		1-2	POWER RELAYS DESTROYED	+0	+0	-1 SPEED							
Aft				3-4	THRUSTERS DAMAGED	+1	+0	-2 SPEED							
Light Pulse Cannon	8	6		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											