

Earth Alliance (Third Age) - Raid				Name / Crew Quality											
Explorer Survey Ship				Speed / Troops											
				4		10		4		10		4		10	
Service date	2225+			Hull Damage											
Hull	4			5	10	5	10	5	10	5	10	5	10	5	10
Turns	1/45°			15	20	15	20	15	20	15	20	15	20	15	20
Craft	Starfury Flight (6)			25	30	25	30	25	30	25	30	25	30	25	30
Special	Command +1 Interceptors 3 Jump Point			35	40	35	40	35	40	35	40	35	40	35	40
				45	50	45	50	45	50	45	50	45	50	45	50
				55	60	55	60	55	60	55	60	55	60	55	60
				65	70	65	70	65	70	65	70	65	70	65	70
				75	80	75	80	75	80	75	80	75	80	75	80
				85	90	85	90	85	90	85	90	85	90	85	90
				95	100	95	100	95	100	95	100	95	100	95	100
WEAPON NAME	RANGE	AD	SPECIAL	105	110	105	110	105	110	105	110	105	110	105	110
Boresight				115	120	115	120	115	120	115	120	115	120	115	120
Forward				125	130	125	130	125	130	125	130	125	130	125	130
Heavy Pulse Cannon				135	140	135	140	135	140	135	140	135	140	135	140
Particle Beams				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	5	10	5	10	5	10	5	10
				15	20	15	20	15	20	15	20	15	20	15	20
				25	30	25	30	25	30	25	30	25	30	25	30
				35	40	35	40	35	40	35	40	35	40	35	40
				45	50	45	50	45	50	45	50	45	50	45	50
				55	60	55	60	55	60	55	60	55	60	55	60
				65		65		65		65		65		65	
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											
Particle Beams				CRITICAL HITS											
				1-2 ENGINE CRITICALS											
				1-2 POWER RELAYS DESTROYED											
				3-4 THRUSTERS DAMAGED											
				5 FUEL SYSTEM RUPTURED											
				6 ENGINES DISABLED											
				3 REACTOR CRITICALS											
				1-3 CAPACITORS DAMAGED											
				4-5 REACTOR GAS LEAK											
				6 REACTOR EXPLOSION											
				4 WEAPON CRITICALS											
				1-3 TARGETING SYSTEM DAMAGED											
				4 POWER FLUCTUATIONS											
				5 WEAPONS OFFLINE											
				6 CATASTROPHIC AMMO EXPLOSION											
				5 CREW CRITICALS											
				1-2 FIRE											
				3-4 MULTIPLE FIRES											
				5 LOCALIZED DECOMPRESSION											
				6 HULL BREACH											
				6 VITAL SYSTEMS CRITICALS											
				1 BRIDGE HIT											
				2 ENGINEERING											
				3 WEAPONS CONTROL											
				4 SECONDARY EXPLOSIONS											
				5 REACTOR IMPLOSION											
				6 CATASTROPHIC EXPLOSION											
				VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL											