

Earth Alliance (Third Age) - Skirmish			Name / Crew Quality																					
Oracle Scout			Speed / Troops																					
			12	0	12	0	12	0																
<b>Service date</b> 2216+ <b>Hull</b> 4 <b>Turns</b> 2/45° <b>Craft</b> <b>Special</b> Interceptors 2 Jump Point Scout Stealth 3+			<b>Hull Damage</b> <table border="1"> <tr> <td>5</td><td>10</td><td>5</td><td>10</td><td>5</td><td>10</td><td>5</td><td>10</td> </tr> <tr> <td>15</td><td></td><td>15</td><td></td><td>15</td><td></td><td>15</td><td></td> </tr> </table>						5	10	5	10	5	10	5	10	15		15		15		15	
5	10	5	10	5	10	5	10																	
15		15		15		15																		
<b>WEAPON NAME</b> <b>RANGE AD</b> <b>SPECIAL</b>			<b>Crew Casualties</b> <table border="1"> <tr> <td>5</td><td>10</td><td>5</td><td>10</td><td>5</td><td>10</td><td>5</td><td>10</td> </tr> <tr> <td>15</td><td>20</td><td>15</td><td>20</td><td>15</td><td>20</td><td>15</td><td>20</td> </tr> </table>						5	10	5	10	5	10	5	10	15	20	15	20	15	20	15	20
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15	20	15	20	15	20	15	20																	
<b>Boresight</b> <b>Medium Laser Cannon</b> 15   2   B/SAP			<b>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</b>																					
<b>Forward</b> <b>Particle Beams</b> 5   2   AFW																								
<b>Port</b> <b>Particle Beams</b> 5   2   AFW																								
<b>Starboard</b> <b>Particle Beams</b> 5   2   AFW																								
<b>Aft</b> <b>Particle Beams</b> 5   2   AFW																								
<b>Boresight (Aft)</b> <b>Turret</b> <b>Missile Rack</b> 30   1   P/SL/SAP			<b>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</b>																					
			<b>CRITICAL HITS</b>																					
			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		-															
			<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>																					