

| <b>Earth Alliance (Third Age) - Raid</b> |                         |      |      | Name / Crew Quality   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
|--|-------------------------|------|------|---|----|---------|----|----|----|----|----|----|----|----|----|--|--|--|--|
| <b>Tantalus Assault Cruiser</b>          |                         |      |      | Speed / Troops  |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
|  |                         |      |      | 6   |    | 12      |    | 6  |    | 12 |    | 6  |    | 12 |    |  |  |  |  |
|  |                         |      |      | Hull Damage   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
|  |                         |      |      | 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 |  |  |  |  |
| <b>Service date</b>                      | 2248+                   |      |      |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| <b>Hull</b>                              | 5                       |      |      |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| <b>Turns</b>                             | 1/45°                   |      |      |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| <b>Craft</b>                             | Starfury (2)            |      |      |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
|  | Breaching Pod (2)       |      |      |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| <b>Special</b>                           | Interceptors 2          |      |      |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
|  | Jump Point              |      |      |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
|  | Shuttles 4              |      |      |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| WEAPON NAME                              |                         |      |      | RANGE   | AD | SPECIAL |    |    |    |    |    |    |    |    |    |  |  |  |  |
| <b>Boresight</b>                         |                         |      |      |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| <b>Forward</b>                           |                         |      |      |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| Heavy Pulse Cannon                       | 12                      | 8    | TL   |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| Particle Beams                           | 5                       | 4    | AF/W |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| <b>Port</b>                              |                         |      |      |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| Heavy Pulse Cannon                       | 12                      | 4    | TL   |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| Particle Beams                           | 5                       | 4    | AF/W |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| <b>Starboard</b>                         |                         |      |      |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| Heavy Pulse Cannon                       | 12                      | 4    | TL   |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| Particle Beams                           | 5                       | 4    | AF/W |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| <b>Aft</b>                               |                         |      |      |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| Medium Pulse Cannon                      | 10                      | 4    | TL   |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| Particle Beams                           | 5                       | 4    | AF/W |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| <b>Boresight (Aft)</b>                   |                         |      |      |   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| <b>Turret</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 |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
|  |                         |      |      | 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 |  |  |  |  |
|  |                         |      |      | 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                               |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
|  |                         |      |      | CRITICAL HITS   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| 1-2                                      | ENGINE CRITICALS        | Dam. | Crew | Effect  |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| 1-2                                      | POWER RELAYS            | +0   | +0   | -1 SPEED  |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| 3-4                                      | THRUSTERS               | +1   | +0   | -2 SPEED  |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| 5  | FUEL SYSTEM             | +2   | +1   | -4 SPEED  |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| 6  | ENGINES DISABLED        | +3   | +1   | 0 SPEED, NO SPEC ACTS   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| 3  | REACTOR CRITICALS       | Dam. | Crew | Effect  |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| 1-3                                      | CAPACITORS              | +0   | +1   | -2 SPEED  |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| 4-5                                      | REACTOR GAS LEAK        | +0   | +3   | NO SPECIAL ACTIONS  |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| 6  | REACTOR EXPLOSION       | +3   | +4   | 0 SPEED, NO SPEC ACTS   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| 4  | WEAPON CRITICALS        | Dam. | Crew | Effect  |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| 1-3                                      | TARGETING SYSTEM        | +0   | +1   | ALL WEAPONS LOSE 1AD  |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| 4  | POWER FLUCTUATIONS      | +0   | +0   | ALL WEPS NEED 4+ TO FIRE  |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| 5  | WEAPONS OFFLINE         | +2   | +2   | NO FIRING 1 RANDOM ARC  |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| 6  | 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  | LOCAL 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 EXPLSN5       | +106 | +106 | -   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| 5  | REACTOR IMPLOSION       | +206 | +406 | -   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
| 6  | CATASTROPHIC EXPLSN     | 406  | +206 | -   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |
|  |                         |      |      | VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL   |    |         |    |    |    |    |    |    |    |    |    |  |  |  |  |