

Earth Alliance (Crusade) - Raid				Name / Crew Quality																				
Explorer Survey Ship				Speed / Troops																				
				4			10			4			10			4			10					
Service date	2225+			Hull Damage																				
Hull	4																							
Turns	1/45°																							
Craft	Starfury Flight (6)																							
Special	Command +1 Interceptors 3 Jump Point																							
WEAPON NAME				RANGE			AD			SPECIAL														
Boresight																								
				Forward																				
				Port																				
Starboard																								
Aft																								
Boresight (Aft)																								
Turret																								
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																								
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 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			-														
VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL																								