

Earth Alliance (Crusade) - Battle		Name / Crew Quality																																																																																																																							
Marathon Advanced Cruiser		Speed / Troops																																																																																																																							
		12			4			12			4			12			4																																																																																																								
		Hull Damage																																																																																																																							
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Service date 2266+ Hull 6 Turns 2/45° Craft Starfury Flight (2) Special Advanced Jump Point Flight Computer Interceptors 4																																																																																																																									
WEAPON NAME RANGE AD SPECIAL																																																																																																																									
Boresight Medium Neutron Cannon 25 4 B/SAP/TD		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 Laser/Pulse Array 15 6 TL		Crew Casualties																																																																																																																							
Port Laser/Pulse Array 15 6 TL		5 10 5 10 5 10 15 20 15 20 15 20 25 30 25 30 25 30 35 40 35 40 35 40																																																																																																																							
Starboard Laser/Pulse Array 15 6 TL		5 10 5 10 5 10 15 20 15 20 15 20 25 30 25 30 25 30 35 40 35 40 35 40																																																																																																																							
Aft Laser/Pulse Array 15 4 TL		5 10 5 10 5 10 15 20 15 20 15 20 25 30 25 30 25 30 35 40 35 40 35 40																																																																																																																							
Boresight (Aft) Medium Neutron Cannon 25 2 B/SAP/TD		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																																																																																																																							
Turret Particle Beams 6 4 AFW		CRITICAL HITS																																																																																																																							
Laser/Pulse Arrays: These weapons may instead be fired with half the Attack Dice and at a maximum Range of 12". They gain the AP and Beam traits, but lose Twin-Linked.		<table border="1"> <thead> <tr> <th></th> <th>Dam.</th> <th>Crew</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>1-2 ENGINE CRITICALS</td> <td>+0</td> <td>+0</td> <td>-1 SPEED</td> </tr> <tr> <td>1-2 POWER RELAYS DESTROYED</td> <td>+1</td> <td>+0</td> <td>-2 SPEED</td> </tr> <tr> <td>3-4 THRUSTERS DAMAGED</td> <td>+2</td> <td>+1</td> <td>-4 SPEED</td> </tr> <tr> <td>5 FUEL SYSTEM RUPTURED</td> <td>+3</td> <td>+1</td> <td>0 SPEED, NO SPECIAL ACTIONS</td> </tr> <tr> <td>6 ENGINES DISABLED</td> <td>+3</td> <td>+1</td> <td>0 SPEED, NO SPECIAL ACTIONS</td> </tr> <tr> <td>3 REACTOR CRITICALS</td> <td>Dam.</td> <td>Crew</td> <td>Effect</td> </tr> <tr> <td>1-3 CAPACITORS DAMAGED</td> <td>+0</td> <td>+1</td> <td>-2 SPEED</td> </tr> <tr> <td>4-5 REACTOR GAS LEAK</td> <td>+0</td> <td>+3</td> <td>NO SPECIAL ACTIONS</td> </tr> <tr> <td>6 REACTOR EXPLOSION</td> <td>+3</td> <td>+4</td> <td>0 SPEED, NO SPECIAL ACTIONS</td> </tr> <tr> <td>4 WEAPON CRITICALS</td> <td>Dam.</td> <td>Crew</td> <td>Effect</td> </tr> <tr> <td>1-3 TARGETING SYSTEM DAMAGED</td> <td>+0</td> <td>+1</td> <td>ALL WEAPONS LOSE 1AD</td> </tr> <tr> <td>4 POWER FLUCTUATIONS</td> <td>+0</td> <td>+0</td> <td>ALL WEAPONS NEED 4+ TO FIRE</td> </tr> <tr> <td>5 WEAPONS OFFLINE</td> <td>+2</td> <td>+2</td> <td>NO FIRING 1 RANDOM ARC</td> </tr> <tr> <td>6 CATASTROPHIC AMMO EXPLOSION</td> <td>+3</td> <td>+4</td> <td>NO WEAPONS MAY FIRE</td> </tr> <tr> <td>5 CREW CRITICALS</td> <td>Dam.</td> <td>Crew</td> <td>Effect</td> </tr> <tr> <td>1-2 FIRE</td> <td>+0</td> <td>+2</td> <td>-</td> </tr> <tr> <td>3-4 MULTIPLE FIRES</td> <td>+0</td> <td>+3</td> <td>-</td> </tr> <tr> <td>5 LOCALIZED DECOMPRESSION</td> <td>+1</td> <td>+3</td> <td>-</td> </tr> <tr> <td>6 HULL BREACH</td> <td>+2</td> <td>+4</td> <td>-</td> </tr> <tr> <td>6 VITAL SYSTEMS CRITICALS</td> <td>Dam.</td> <td>Crew</td> <td>Effect</td> </tr> <tr> <td>1 BRIDGE HIT</td> <td>+0</td> <td>+1</td> <td>NO SPECIAL ACTIONS</td> </tr> <tr> <td>2 ENGINEERING</td> <td>+4</td> <td>+3</td> <td>NO DAMAGE CONTROL</td> </tr> <tr> <td>3 WEAPONS CONTROL</td> <td>+4</td> <td>+4</td> <td>NO FIRING 1 RANDOM ARC</td> </tr> <tr> <td>4 SECONDARY EXPLOSIONS</td> <td>+106</td> <td>+106</td> <td>-</td> </tr> <tr> <td>5 REACTOR IMPLOSION</td> <td>+206</td> <td>+406</td> <td>-</td> </tr> <tr> <td>6 CATASTROPHIC EXPLOSION</td> <td>406</td> <td>+206</td> <td>-</td> </tr> </tbody> </table>													Dam.	Crew	Effect	1-2 ENGINE CRITICALS	+0	+0	-1 SPEED	1-2 POWER RELAYS DESTROYED	+1	+0	-2 SPEED	3-4 THRUSTERS DAMAGED	+2	+1	-4 SPEED	5 FUEL SYSTEM RUPTURED	+3	+1	0 SPEED, NO SPECIAL ACTIONS	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	-
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