

Earth Alliance (Crusade) - War			Name / Crew Quality												
Poseidon Super Carrier			Speed / Troops												
			5		10		5		10		5		10		
Service date	2255+		Hull Damage												
Hull	4														
Turns	1/45°														
Craft	Starfury Flight (16)														
Special	Carrier 8														
	Command +3														
	Fleet Carrier														
	Interceptors 6														
	Jump Point														
	Shuttles 2														
WEAPON NAME			RANGE			AD			SPECIAL						
Boresight			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			Crew Casualties												
Medium Pulse Cannon	10	8													
Port															
Medium Pulse Cannon	10	8													
Starboard															
Medium Pulse Cannon	10	8													
Aft															
Medium Pulse Cannon	10	8													
Boresight (Aft)			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			CRITICAL HITS												
Particle Beams	5	8	AF/W			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												