

Earth Alliance (Early Years) - Raid		Name / Crew Quality																	
Avenger Heavy Carrier		Speed / Troops																	
		7				6				7				6					
		Hull Damage																	
		5			10			5			10			5			10		
		15			20			15			20			15			20		
		25			30			25			30			25			30		
		35			40			35			40			35			40		
		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		
		15			20			15			20			15			20		
		25			30			25			30			25			30		
		35			40			35			40			35			40		
		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 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																	
WEAPON NAME		RANGE		AD		SPECIAL													
Boresight																			
Forward																			
Medium Pulse Cannon	8	6	AP																
Light Pulse Cannon	8	4																	
Port																			
Light Pulse Cannon	8	4																	
Starboard																			
Light Pulse Cannon	8	4																	
Aft																			
Light Pulse Cannon	8	4																	
Boresight (Aft)																			
Turret																			