

| Earth Alliance (Early Years) - Raid | | | | Name / Crew Quality | | | | | | | | | | | |
|---|-----------------------------|--|--|--|------|------|-----------------------------|--|--|--|--|--|--|--|--|
| Explorer Survey Ship | | | | Speed / Troops | | | | | | | | | | | |
| Service date 2225+ Hull 4 Turns 1/45° Craft Starfury Flight (6) Special Command +1 Interceptors 3 Jump Point | | | | 4 10 4 10 4 10 | | | | | | | | | | | |
| | | | | 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 | | | | | | | | | | | |
| | | | | 45 50 45 50 45 50 | | | | | | | | | | | |
| | | | | 55 60 55 60 55 60 | | | | | | | | | | | |
| | | | | 65 70 65 70 65 70 | | | | | | | | | | | |
| | | | | 75 80 75 80 75 80 | | | | | | | | | | | |
| 85 90 85 90 85 90 | | | | | | | | | | | | | | | |
| 95 100 95 100 95 100 | | | | | | | | | | | | | | | |
| WEAPON NAME RANGE AD SPECIAL | | | | 105 110 105 110 105 110 | | | | | | | | | | | |
| Boresight | | | | 115 120 115 120 115 120 | | | | | | | | | | | |
| Forward | | | | 125 130 125 130 125 130 | | | | | | | | | | | |
| Heavy Pulse Cannon 12 6 DD/TL | | | | 135 140 135 140 135 140 | | | | | | | | | | | |
| Particle Beams 5 6 AF/TLW | | | | | | | | | | | | | | | |
| Port | | | | | | | | | | | | | | | |
| Particle Beams 5 6 AF/TLW | | | | | | | | | | | | | | | |
| Starboard | | | | | | | | | | | | | | | |
| Particle Beams 5 6 AF/TLW | | | | | | | | | | | | | | | |
| Aft | | | | | | | | | | | | | | | |
| Particle Beams 5 6 AF/TLW | | | | | | | | | | | | | | | |
| 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 | | | | | | | | | | | | | | | |
| 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 | | | | | | | | | | | | | | | |
| 55 60 55 60 55 60 | | | | | | | | | | | | | | | |
| 65 65 65 65 65 65 | | | | | | | | | | | | | | | |
| 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 | | | | | | | | | | | | | | | |