

Earth Alliance (Early Years) - Raid				Name / Crew Quality											
Olympus Gunship				Speed / Troops											
<b>Service date</b> 2229-2248 <b>Hull</b> 4 <b>Turns</b> 2/45° <b>Craft</b> <b>Special</b> Interceptors 1				<b>6</b>		<b>2</b>		<b>6</b>		<b>2</b>		<b>6</b>		<b>2</b>	
				Hull Damage											
				5			10	5			10	5			10
				15			20	15			20	15			20
				25				25				25			
WEAPON NAME				RANGE AD				SPECIAL							
<b>Boresight</b>															
Medium Laser Cannon				18 6 B/DD/SAP											
<b>Forward</b>															
Particle Beams				5 4 AF											
<b>Port</b>															
Particle Beams				5 4 AF											
<b>Starboard</b>															
Particle Beams				5 4 AF											
<b>Aft</b>															
<b>Boresight (Aft)</b>															
<b>Turret</b>															
				<b>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</b>											
				Crew Casualties											
				5			10	5			10	5			10
				15			20	15			20	15			20
				25			30	25			30	25			30
				<b>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</b>											
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															